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ELECTRONIC GAMING MONTHLY

EGM SNEAK PREVIEW OF
SONIC 2

EGM PREVIEWS
SUPER STAR WARS
PHANTASY STAR 4
NINJA GAIDEN 4
STREET FIGHTER 2
THUNDER FORCE 4
STREETS OF RAGE 2
AFTER BURNER 3
STRIDER 2



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August, 1992

Volume 5, Issue 8



08

EGM SUPER PLAY
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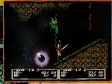
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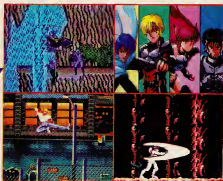
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The Last Word On Video Games



It's the Super Sequel Issue #2! Clockwise: Ninja Gaiden 4, Phantasy Star 4, Strider 2 and Streets of Rage 2, and more inside!



Sonic is back to battle Dr. Robotnik again! Check out our exclusive 4 page introduction to the Genesis and GG versions of Sonic 2!

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Leading Edge

New games hitting the arcade include King of the Monsters 2, Warrior Blade, and Varth: Operation Thunderstorm. These machines offer exciting game play and impressive graphics. EGM gives you the inside info on these and other new games!

COVER:

Sonic the Hedgehog, everyone's favorite madcapped critter, returns and is faster than ever with his new sidekick Two-Tails.

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Game Doctor

EGM welcomes the Game Doctor to its pages. The Doc is in, and ready to answer all of your questions!

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International Outlook

EGM was at the Tokyo Toy Show in June! Don't miss our exclusive coverage of the latest in international softs!

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Tricks of the Trade

Attention Street Fighter 2 fans! EGM has an awesome new trick for SF2 on the Super NES! Now, you can have the same characters square off in a fierce battle! That's right, it's a character vs. character trick for SF2. See if Ken beats Ken or if Blanka defeats his alter-ego!



Now, you can battle yourself in the S-NES version of Street Fighter 2!

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Street Fighter 2, Space Megaforce, Super Star Wars, Super Battletoads, Sonic Blastman, King of the Monsters

Nintendo: Joe & Mac, Wrestlemania: Steel Cage Challenge

Sega Genesis: Mick & Mack: Global Gladiators, Smash TV, Jennifer Capriati Tennis, Strider 2

Turbo Champ: Splash Lake, Jackie Chan's Action Kung Fu

Neo Geo: King of the Monsters 2

Game Gear: Spiderman, Wimbledon Tennis

GameBoy: Lunar Chase, Double Dragon 3, Ultima, Bionic Commando

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On the Border



Fighting



Nail Art



Demo Drive

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the place with
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Paperboy 2 (NES)



StreetFighter II



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Musical Yung



Road Rash



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Ferrari Grand Prix



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insert coin

THE 'SYSTEM WAR' HEATS UP!

If you were one of the unfortunate group of players who bought either the Genesis or Super Nintendo game systems last year you probably aren't going to be too glad to hear that your \$160 to \$200 investment in a system has just been cut in half. Yes, the 'system war' is going great guns and neither Sega nor Nintendo will give the other company any chance to get a sales edge. Over the past 6 months the system prices have changed so often that retailers no longer have any idea as to what price to put on their inventory. As soon as the prices are changed, they have to be changed again, and always downward. However, it now looks like the prices have gone about as low as they can, as this last price cut necessitated major changes in the system configuration. Now, with only one controller and no pack-in cart the systems have apparently reached rock bottom.

While not great for the stores, the players who sat on the fence thinking about upgrading are enjoying every minute of the war. This Christmas shopping season (when about 60% of the toys are sold) should prove to be one of the best ever for the retailers. They will sell a lot of systems, but not make a lot of money. Still, don't feel too sad for the poor store owners as everything they will lose on the sale of the system, they will make up (and then some) on the sales of the games. There are not too many people who believe that a cartridge is really worth from \$60 to \$80. America, for one, has proven with their Aladdin project that good games (albeit 8 bit carts) can be sold for less than \$20.

Unfortunately, there are losers to this new 16 bit war. With the Super Nintendo at \$99, how many older 8 bit NES' will Nintendo sell at \$79? The handwriting was on the wall about the eventual demise of the NES though, as most of the licensees have already switched over their R & D efforts to S-NES game production.

Sega has to be smiling though. They have lowered their prices to the point where the NES users now can inexpensively upgrade to another system. Many of those will switch from Nintendo to Sega.

Another nice point is that the price war is spreading over into the portable area. This time it is Sega vs. Atari. Sega's Game Gear is coming down to \$99 and Atari is rumored to be bringing the Lynx down around the \$80 price point.

Who is going to win this latest war? It is quite possible that nobody will really ever know. Sales figures are provided by the companies and aren't audited. Nintendo claimed to have sold over two million systems in three months last year. Few analysts believe that number and place the actual amount as about half that amount. Now they are saying they will sell six million more Super Nintendo systems this year. Sega is stating that they will double their user base. Who is right? We'll have to wait until after Christmas to see. Until then, the one thing that we can count on is that the real winner will be the game players, as for the first time in gaming history, the new systems are actually priced at a point where almost everybody can afford to upgrade.

Ed Semrad
EDITOR



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You'll need a fast start and warp speed to have a shot at the gold.



Archery

The farther you pull the bow, the harder to hold your aim steady.



200 Meter Freestyle Swimming

Bend those turns but conserve your strength to sprint for the gold.



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110 Meter Hurdles

Timing your jumps is everything in this event.



Opening and Closing Ceremonies

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INTERFACE: LETTERS TO THE EDITOR

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Ah, here's your chance to sound off! Send us your compliments, complaints, groes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface Letters to the Editor, Sendis Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received, we regret that individual letters can not be answered.

STREET FIGHTER 2 UPDATE...

My favorite game in the arcades is Street Fighter 2. Once I heard that it would be coming out for the Super NES I decided then and there that I had to have it even though I am a devoted Genesis user. I am prepared to go out and buy a new Super NES just for the cartridge. What I need to know from you, the Street Fighter 2 authorities, is if what Quatermann said back in May will happen soon. I would believe that I could get a better deal if I wait until the new S-NES system with Street Fighter 2 as the included cart comes out. When will that happen?

Gary Tobin
Clinton, OK

I think it is grossly unfair that Capcom will not be making a Street Fighter 2 for the Genesis. Clearly the Genesis is far superior to the Super NES and I would bet that Capcom could make a killer version of the game for us 2 million Genesis owners. Have you heard any new information as to whether this will ever come about? If not the Genesis, how about a Sega CD version of the Champion Edition?

Zeke Hughes
Lower Lake, CA

I have heard several rumors that perhaps you can confirm or deny. The first is that Capcom of Japan is working on a new 32 bit Street Fighter 3 game. Is this the same Street Fighter 3 arcade that Quatermann talked about in July? Did you get a sneak peek of the game in

development on one of your many trips to Japan? Or is it already out on test in another country? Some friends have told me that they have already played Street Fighter 3. Could this be true?

Adam Hollands
Norcross, GA

Some of my friends have already purchased the Japanese Super Famicom version of Street Fighter 2. They are telling me there is a trick in the game where you can play character vs. character (not the bosses though) as in the Champion Edition. Is this really possible? Will it be in the U.S. version of the game. I called the Street Fighter 2 Hotline and they say that character vs. character isn't possible. Who is right?

Mark Hurst
Los Angeles, CA



Play character vs. character with this secret trick hidden in the domestic version of Street Fighter 2! See page 54!!

(Ed. Rumors, rumors, rumors! Many times it is very hard to tell what is a really hot news item and what is just heresay. With the popularity of this super hot game there certainly has been no shortage of rumors, but even master journalists like Quatermann can occasionally make mistakes. To get the straight scoop we went right to Capcom's public relations manager, Laurie Thornton, for the real answers to make this editorial retraction.

1) There will not be a repackaging of the Super NES with Street Fighter 2 as the new pack-in cartridge. Discussions between Capcom and Nintendo regarding this subject have never taken place.

2) Capcom U.S.A. currently has no plans to license Street Fighter 2 for the Sega Genesis or Atari Lynx.

3) Capcom states that the Street Fighter 3 game mentioned in Quatermann's July column was actually a Street Fighter 2 Championship Edition erroneously named by the arcade owners.

4) As to the character vs. character trick in Street Fighter 2, Laune has confirmed that the character vs. character trick (see page 54 in this issue) that works in the Japanese Super Famicom version of Street Fighter 2 will be retained in the U.S. version of Street Fighter 2.

One final point, as you know by now, the Sheng Long trick published in our April issue was our April Fool's joke. Sheng Long doesn't actually exist.)

KUDOS FROM OVERSEAS...

Tell your readers to stop moaning. You don't know how lucky you are in America. Most of the carts come out months before they do here in England. And when we do get them, they cost twice the price you pay for them. It is just not fair. It is even worse in the rest of Europe - especially Austria!

You write a great magazine and even though it is very hard to find over here, and it is usually at least a month old, we still find it is easily worth the search! Keep up the good work!

Philip Corbett
Kenilworth, England

(Ed. Thanks for the compliment Philip. Have you considered getting a subscription? We send all of our overseas subs out airmail and you would then get the hottest gaming info even faster!)

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Somewhere in the temple of Balmia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana 'är - 'kã - nõv [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmaster, now fast disappearing. 4. The exciting new RPG from HAL America.



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EGM AND SEGA RULE AT CES!

I had the great privilege to attend the Summer CES and it was incredible! I was expecting a great show, but what I saw blew me away! The largest crowd was around the Sega booth and more specifically the Sega CD. The area that Nintendo set aside for the public was large, but uneventful. They had their old games out and what was new was not spectacular. However, after checking out the game companies, I wanted to see what the magazines were doing. One wasn't even there, the second was dead with only sales people drinking coffee, the third was O.K. but yours was a tripl! It took me 10 minutes just to get to the counter for your free magazines! And, the line to play your two Street Fighter 2 Champion arcade games was at least 50 feet long! Thanks, guys, for going all out for us consumers!

John Cariton
Iowa City, IA



Could this be the super-secretive Sushi-X??

The CES was awesome! I just got home and it was beyond my greatest expectations! Your booth was great, too!

One last thing. I brought along a camera hoping to get a snapshot of Sushi-X so I could finally unveil the true identity of this guy. However, he is as quick and elusive as he is cooked out to be! First of all, I asked the lady at your booth where he was. All she said is that he could be anywhere at the show! So, I went to the most likely place, the SF2 game station! There I saw a Japanese guy kick'n butt on SF2. C'mon, who else could it have been? By the time I got close enough to take a picture, he had disappeared! He must have seen me coming or something. Very sneaky Sushi-X, but I have to warn you, I haven't given up yet!

Scott Fox
Minooka, IL

First of all, I'd like to shake the person's hand who decided to have this year's CES open to the public! I was there first-hand, and let me tell you it was the most outrageous gaming experience of my life. The Sega booth was the best around, especially getting to see Batman for the Sega CD! Sonic 2 was awesome! Nintendo was O.K., but I didn't like the idea of not being able to go to all of their booths. Why did they have them roped off?

Hey, where were the magazines? I found yours just by following the SF2 lines. Thanks for the free mags! I really appreciate getting your July issue weeks before it hits the newsstands. What I really liked was the fact that all of your editors were there to talk to us. It looked like you really went all-out to be there for the consumers! Thanks again!

Paul Radenson
Madison, WI



Hundreds of players waited patiently to get a chance to take on the EGM editors (Ken Williams pictured) at SF2 Champion Edition!

(Ed: We were very pleased to meet all of the great players that came to the CES. We had tons of magazines, T-Shirts, S-NES SF2 cartridges and posters and lots of other goodies to give away! However, what is a booth without a game to play? Thanks to the kind people at Capcom (who loaned us two SF2 Champion Edition arcade machines and donated the carts and posters!) we were able to really go all-out for the consumers at CES, and, judging by all of the positive responses from everybody who wrote, faxed and called in to tell us about their experiences, we are very pleased to hear that you also had a good time. After all, it is the consumers who buy the games and magazines, and we couldn't pass up a great opportunity to say thanks for your support! If you thought this was a big event, wait until you see what we will do next year!)

SHENG LONG HITS HONG KONG!

Your April Fool's trick (the Sheng Long one) is so incredible that it is now over-seas! One of your readers from Texas thought this trick was for real and he sent it to a comic book called Street Fighter (where all of the main characters are from Street Fighter 2) in Hong Kong.

Now, everybody (including the editors of the comic book) thinks that there really is a Sheng Long character in the arcade game! The editors said in their article that they are going to go in and read the program code in the arcade game in order to be able to see the character themselves! Good job EGM. You now have created an international monster!

Break Lum
Brooklyn, NY

(Ed: Thanks for forwarding a copy of



The unofficial (gray market) Street Fighter comic book published in Hong Kong by Jademan Comics™.



The famous (?) Sheng Long trick got reprinted in Issue number 37 of Jademan Comics™.

their comic book to us! April fool, Jade-man! It's nice to know that we are world famous - at least until they find out that the trick won't work! Oh well, that will teach them for reprinting our material without permission.)

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500



You've never seen a plane fight like this. In fact, it's never fought a single, hostile war before. And beyond this plane is the ultimate test of the very survival of the human race. The greatest enemies of Earth have developed the weapons to end all weapons. Strike Gunner. With fine human skills, only two could be chosen. And of those two, can combine or will into one superflight and overwhelming power. With an awesome arsenal of offensive and defensive devices at your command, and your own courage and skills as a fighter of the Earth may just be one of



REVIEW CREW



GAME OF THE MONTH GAME OF THE MONTH

AXELAY

Konami's Axelay gets the nod as the best game this month. Their programming wizards have been able to overcome the slowdown problem that still plagues many Super NES games, and also, by building in new and revolutionary 3-D effects, the game comes off as a solid winner in the graphics, sound and game play category.



S What a mess!
T The top dog lived through the terror of CES, but with dozens of games coming, Steve's short on sleep!



E Ed got a double dose of new games by visiting the Tokyo Toy Show hot on the heels of the CES! Oy, the jet lag!



M Martin survived the ugly masses screaming for his autograph and escaped the CES with a new fav game - Mickey Mouse!



S Sushi-X had a ball at CES playing SF2 Champ Ed. at our booth. One player almost got his pix though and he had to split.



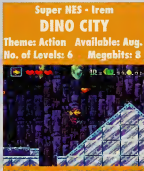
One spacecraft remains after a vicious assault by an alien task force. That ship is Axelay. You have been selected as a top ace, capable of flying the ship deep into enemy territory! However, you will not be alone because you will have a pilot's best friends (missiles and guns) to help you! Blast through six exhausting levels of hyper-intensive play with various weapon choices appearing at the start of each level!

Axelay takes shooters to all new heights with play mechanics and spectacular graphics melded into a single interstellar blast-a-thorn! This game utilizes a wide variety of Super NES special features and provides a wild array of weaponry in both the pseudo-first-person and side-scrolling perspectives. Absolutely incredible!

Wow! This is the game that all shooter fans will want to have! Spectacular, and I mean SPECTACULAR! Mode 7 effects, along with HUGE intimidating bosses. The graphics are superb, the best the Super NES can do, and there is no trace of slowdown. It's a tough game on its hardest difficulty level.

Axelay is everything that I expected it to be, minus a few minor details. The graphics are mind-blowing and the 3-D effects are among the best ever seen on the SNES. The music is great and sounds great in stereo. Each level is intense and the gameplay is absolutely perfect. With only six levels though, it's over too soon.

Axelay is the most innovative shooter I've seen since Galarus. The unique three-dimensional scrolling is incredible! Without a doubt, the mode 7 effects are going places in the future. It's scaling is a little choppy, but who cares if you like shooters, then Axelay is a must. Besides the phenomenal graphics, the music jams



Timmy and Jamie are two sweet little kids that are in a heap of trouble! They wandered into their father's lab and accidentally triggered a time machine that warped them into an unreal world! Timmy and Jamie have found some dinos that have agreed to help them. Six levels of prehistoric fun with cartoon graphics and kooky sounds highlight Dinosaurs. You can also jump off the dinosaurs to fly by yourself!

Although this game enjoys some of the nicest Super NES art paper yet, the theme is less than exhilarating while the pace remains stultifyingly slow. It does possess many of the proven play concepts that have sent the like Mario to the moon, but the overall execution of this title was cooler than it should be.

What the Super NES needs are more fun games like this one! Even though it looks cute, and it will definitely appeal to the younger player, it's a game the parents can sit down with their children and have fun with. It's not extremely difficult but it does play well and has a difficulty curve that won't frustrate the younger crowd.

This game reminds me of Blaster Master with cute dinosaur characters. The theme of the game is geared to the younger audience, but the gameplay speaks for itself. Plenty of techniques and great control are complemented by colorful graphics and cute animation. The music is good and the originality is a plus.

Dino City is another excellent title that seems geared for kids but adults can play too. I loved the animations and flippancy music throughout each adorable level! It may not be mind-breaking or a blockbuster hit in the video game scene, but Dino City can more than hold its own in the flooded marketplace.

Cosmic Fantasy 2

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Super NES - Interplay
OUT OF THIS WORLD

Theme: Adv. Available: Sept.
No. of Levels: N/A Megabits: 8



Prepare for a new type of adventure! Lester Knight Chaykin decides to return to his office to catch up on some work. He engages in an experiment that goes horribly wrong! Lester Chaykin has been zapped Out of this World! OOTW features graphics presented in a cinematic style and a series of traps, pitfalls and enemies that will blow you away! This is not your average game, this is Out of This World!

Like few games have managed to do before it, OOTW succeeds in bringing an entirely new look and feel to video games. What looks deviously silly quickly turns into a brilliant excursion into great game play. Super execution and technique fill this cart from start to finish, mixing puzzles, action and adventure into one!

This game has a very good chance to be the most original video game of the year! The game plays well and offers more than just shooting as some of the situations require planning and strategy. The graphics have a look all their own - something like a whole game made up of animated intermissions. Spectacular!

Totally original and totally awesome! The animations in this game are beyond any cinema intermission I've seen, even on CD! There are many things to figure out in order to solve each sound. The sampled sound effects are amazing and add to the surreal environment. Once you've mastered it, play it again to show your friends.

Yes! Out of This World is spectacular! As a conversion from the Amiga smash hit, it does justice to the original, leaving few details out. The animation is smooth with little chopiness (a rare thing for a title in this generation of SNES software). The quest itself has some tricky situations which take real thought to conquer! Cool!

Super NES - Virgin
SUPER SLAM DUNK

Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4



Hit the court with Magic Johnson's Super Slam Dunk. Choose from many top pro teams available in a free-for-all slam-fest! The court is viewed from a diagonal-view perspective to give you a clear view of all the action! You will need it, because your rival team can fool you with fake passes and back shots. Run to the net and perform one of three different shots, like slams and reverse double slams!

This game just doesn't have the legs to stand up against similar titles in the field. Although the game play does possess the most necessary elements of a basketball game, much of the detail (not to mention challenge in the arena (computer mode) and finesse of basketball just can't be found.

The Super Nintendo is presently going through its basketball phase - almost everybody is doing a buckets game. This version would have been great 6 months ago, but now others have equalled the technology and gone beyond it. As it is, considering the competition, it is only average.

I was somewhat disappointed by this cart. The graphics are choppy and the there is very little control over your team. For a 16-bit game, the graphics are lacking and the sounds are not SNES quality. This is a nice try at making a basketball cart with a big name, but I found the game lacking in too many areas.

So far, very few sports titles seem to be working out on the SNES. Perhaps it is just too early for programmers to take on the tough task of creating a smooth sports game. Super Slam Dunk is okay, but suffers from so-so animation, so-so control, and so-so background sound effects. On the average, it's only average.

Super NES - T*HQ
RACE DRIVIN'

Theme: Simul. Available: Now
No. of Levels: N/A Megabits: 4



You have played the ultimate driving simulator in the arcade! Prepare yourself for the home version of Race Drivin'! Everything has been included for your driving pleasure: four hot sports cars, three grueling tracks and hordes of tough opponents. Race on the Super Stunt Track and test your skill in the mountain or the devastating corkscrew loop! Watch out for computer cars that try to slam into you!

On the surface, this game does indeed pack the entire arcade experience into a four-meg chip. Unfortunately, with the lack of memory comes a lack of control and proper data reporting. In the end, the game proves to be choppy and erratic, conveying none of the action or excitement of the arcade original.

This game had a lot of potential but it appears that too many compromises have had to have been made in getting it to fit in its present configuration. The game doesn't play well as the control is very difficult. It also plays slow and there is just no sensation of high speed drivin'. At best it is only average.

This is one of the choppiest drivers that I've seen on the SNES. After seeing how well the SNES can display polygon graphics, I was disturbed that this cart had so much lag time in the scaling of the graphics. The play controls are very unsure, and even hitting the cow feels as much fun. It's not the best translation of a great game.

Ouch! Race Drivin' just doesn't have the punch it should. I need a steering wheel and a strobe light to keep up with the frame-by-frame action (or here! The scaling is almost non-existent and without a steering wheel, so-so the control. Until such a peripheral comes out, I can't see spending big bucks for crash replays.

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Super NES - Taito

ON THE BALL

Theme: Puzzle Available: Sept.
No. of Levels: 100 Megabits: 8



Based on the arcade hit, Camelty, On the Ball is a game of skill in which you must guide a bouncing ball through a radical rotating maze! Sound simple? Not! The timer is your constant threat to success and it does not help much when you hit a '2-sec.' bumper! Four modes of play will challenge any opponent! Finish with time left over and it will be added to the next maze's time limit! Follow the arrows!

This is a brilliant combination of Marble Madness and Mode 7. The task of rolling the ball through a rotating maze is simple enough, but the maze changes in the courses as well as the traps and pitfalls that must be expertly avoided, quickly tests the reflexes of even the best gamers! Totally addicting!

Another new and innovative game! This one takes the special abilities of the Super NES (Mode 7) and utilizes them to the max! The controls are precise and the screen rotation is smooth. As such, the game caught, and held, my attention for a long time. It does get very difficult and the later screens are nearly impossible!

An excellent re-vamping of an arcade favorite. The rotations are flawless and really shows what Mode 7 can do. The game play is solid old-school gaming, simple yet extremely fun to play. The game is very addicting and the 2 player match is welcome. The game has plenty of levels and lasting playability not found in most carts.

If you are one of those people who live in constant fear of becoming addicted to a video game, watch out! On the Ball is nearly impossible, but down once you pick it up! The rotation can make you dizzy, and the challenge can make you sweat! Before you make an appointment to see a doctor, check out On the Ball!

Super NES - Taito

SUPER SOCCER CHAMP

Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4



Soccer has taken a 16-Bit charge! Super Soccer Champ brings top soccer action right into your home. There are sixteen available teams and ten devastating moves for each character! Try out the overhead kick, diving head block and volley kick to stop the ball, or take out your opponents with a punch, shoulder charge or jumping knee kick! If you would like a new theme to old soccer, then Super Soccer Champ is for you!

The execution in this cart is fairly straightforward, which made the game more fun to play overall. Passing and shooting is controlled properly, a variety of shots at your disposal. The graphics are revolutionary in the same sense as other sports games, but they serve their purpose and deliver a nice simulation.

As a soccer simulation this cart is very good. Most of the moves are built in and this will appeal to the players who like this sport. The controls are excellent and in a fast paced game like this that is very important. The graphics are OK but one would think that more features could have been built in to add a little excitement.

This cart offers a solid but uneventful game of soccer. The controls are OK, and the game play is decent. The characters could of been a little more detailed and the sounds are average. If you're looking for a good soccer game that gives you the basics and nothing more, you've found it. Another average sports title for SNES.

Super Soccer Champ isn't too bad! Surprisingly, it is rather solid and smooth universally, but it lacks the many game play options of a great soccer game. I want to see more head butts, sliding saves, true stats and bicycle kicks to name a few. What about fights? If you want good but noneventful game play, this is it.

Genesis - Sega

TAZMANIA

Theme: Action Available: Now
No. of Levels: 17 Megabits: 4



Sega is releasing a hot action game based on the popular cartoon series. Taz is in search of a mysterious giant egg that could feed Taz's family for a year! Now, Taz has set his feeble mind to the task of braving the rough terrain and retrieving this special egg! Cartoon-like backdrops and sound effects heighten the overall game! Tazmania also features perfect animation to complement the game play!

Tazmania does a superb job of combining great graphics with a solid and unique game play. The best of your standard side-scrolling adventures, but the depth of play overshadows most similar titles. Each level contains plenty to explore as well as some of the most intriguing abilities you'll ever see!

Sega is definitely on the right track with this super cart! Not only will they capture the younger audience and their parents, but the better players will enjoy the challenge once they get through the easier levels. A very cute game that is well done. Lots of areas to explore and plenty of good plain fun!

This cart is great! The first few levels play like a kid's game, but as you progress the level of difficulty really takes off. Lots of techniques to master and great game play are pluses. The graphics are very cartoony and feature great animation. My only complaint is that the music (if you can call it that) really gets annoying.

Cute, real cute. Tazmania has extremely refreshing graphics that make you feel like you are playing a cartoon. Even though the main object seems to be "fun as fast as you can to the end," Taz really packs a punch in the new genre of cartoon games. With considerably more enhanced sound effects, Taz would soar!

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Genesis - Sage's Creation

KING SALMON

Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4



King Salmon is not just a typical day at the lake! This video fishing requires lots of forethought and technique to successfully catch a fish. Use various types of lure, change the depth of the line and pick plenty of spots to drop your line. Watch for other fisherman's boats, because if you collide with many times, you will be disqualified! If you manage to hook a fish, try using the pump method to nab the big one!

Like other fishing games, King Salmon displays the addictive features that have made similar titles on the 8-Bit systems some of the best ever made. Don't get me wrong, the pace here is leisurely and the action never really gets out-of-hand, but if you want an entertaining title that tests yourself, turn to the King.

There have been some OK fishing games done of some of the other systems but finally someone actually made a fishing simulation. This card has it all! Don't expect a lot of action, but plan on a lot of hours of practice unless you can find, and then hook, and then land the King Salmon. Tough, but the best there is!

Surprise! A fishing simulator can actually make a good game. The graphics are not phenomenal and the sounds are average, but the game play is interesting and has an addictive quality. Trolling along the lake in search of fish can be most relaxing! A nice change of pace in a world of shooters and fighting games.

Although not a graphics powerhouse (let alone a musical one), King Salmon has some addictive game play that makes it hard to put down. As the next in a line of fishing titles over the past year or two, King Salmon comes out on top with superb realism and funfulness to the sport. Let's see more games like this!

TurboGrafx-16 - Hudson Soft.

NEW ADVENTURE ISLAND

Theme: Action Available: Sept.
No. of Levels: 7 Megabits: 4



Right before Master Higgins was getting ready to marry his bride, an evil being decided to crash the party, kidnap the observing children and steal Master Higgin's future wife! Would he ever stand for that? No way! Introducing New Adventure Island. Master Higgins must face all new perils on this dangerous island. Pick up more weapons than ever before and prepare yourself for the adventure of a lifetime.

While this new Adventure Island entry does possess many of the most familiar elements of the previous titles, it still remains a worthy successor to the previous 8-Bit games. This card has crisper graphics and fluid animation throughout, combining with the proven play concepts that have made Adventure Island great.

A few more great games like this and the Turbo will really take off. Other than the new SNES cart, this is really the best version of Adventure Island yet. The graphics are well done, the colors are bright and bold and the game play is exceptional. I can easily recommend this to all the Turbo users.

This is the action game that Turbo owners have been waiting for. The graphics are vivid and colorful and the animation is very good. The game controls are good and there is plenty of action. The music and sounds are cool. This card makes a great Turbo Explorer game for those who want action on the go!

Another Adventure Island game? Geez! It would appear that the Adventure Island world is growing faster than ever in this large quest for Master Higgins. Like the other games in the Adventure Island series, New Adventure Island is a rock-steady game that gamers will enjoy. This will keep Higgins fans happy for awhile.

Neo-Geo - SNK

ANDRO DUNOS

Theme: Shooter Available: Now
No. of Levels: 7 Megabits: N/A



Andro Dunos is the latest in side-scrolling shooters for the Neo-Geo. You are in command of a fighter that wields four weapon systems that can be power-up multiple times! Plus, you can charge up each of the weapons to unleash a fury of death and destruction upon enemy squadrons! If you like huge bosses, Andro Dunos has plenty of them, each with their own bizarre attacks. The levels are huge as well!

While the Neo-Geo allows this cart to display some of the most spectacular graphics you can find in a home system, especially when it comes to the gigantic end-of-stage Bosses, the game play offers very few new concepts and the range of weapons is severely lacking. Not a bad game, just nothing revolutionary.

I was very impressed with the spectacular graphics in this game. If you have your system hooked up to a stereo then the audio will really rock. Other than this it is a "normal" Neo-Geo shooter with the standard amount of weapons and power-ups. Great end bosses and a difficulty set just right for the average player.

As a shooter fan, this cart kind of let me down. The graphics are good, but no better than a shooter on SNES. The music is pretty cool and sounds great in stereo. The power-ups are typical and aren't very exciting and the game play is O.K. The best thing about the game is the huge end bosses.

I am greatly disappointed in the Neo-Geo! For a "24-Bit" super system, it still has the formerly exclusive pop-down and flicker of the so-called "lesser" systems. At \$200, Andro Dunos isn't very exciting. Granted, the graphics look extremely detailed and the music is great, but I want more. SNK can do better.

TAKE A STAB IN THE DARK.



But aim carefully. Or you'll never see the light of day. You and your Wizard, Knight, and Ninja allies must find the magic swords and slash through 50 floors infested with giant gryphons, three

headed hydras and fire breathing dragons. Prove that nothing is mightier than your sword. Or, Drockmar Keep will be in eternal darkness. The sword fight of your life awaits at your store today.



When the airiest rises out of the sticky seas, you've gotta stab him before he gets you.



Aim your sword toward the sky, or the Gryphon will get the jump on you.



Get your stabs in fast, inside the Green Dragon is faster than a bolt of lightning.

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CAPCOM

GameBoy - Accolade

CENTIPEDE

Theme: Shooter Available: Now
No. of Levels: 10 Megabits: 25



Centipede has all the fun of the arcade version, but now it is portable! The object is simple. Shoot a crazed centipede in various parts of the body to change it into a mushroom. Watch for the spider that spastically jumps around and attacks, the flea that leaves a trail of mushrooms behind and the scorpion that poisons the centipede causing it to dive into you. Two players can combat the insects simultaneously.

This game does present a faithful reproduction of the arcade classic on the GameBoy screen. Unfortunately, the game play has become somewhat outdated, especially considering that a sequel has already been made. Nevertheless, this game is way too easy despite the haphazard controls.

Centipede was my favorite game when it first came out. While the GameBoy version offers die hard players like me something to do away from the NES, this version is not really up to what I expected. I found that the game is too easy and the control wasn't great. It still is a good cart because it is portable, it just isn't great.

This game has always been an old favorite. The game is perfect for the portable scene. Not very complex in game play, but solid nonetheless. The graphics aren't very impressive and there is occasional blurring, but other than that the game still plays well. How about doing Tempest or Defender next?

Centipede is always a great game whether it's big or small. The GameBoy doesn't do it justice with consistent blurring, but it's still fun. My only question is, why bring out Centipede instead of the mega-hit Millipede? Perhaps the Centipede name is also common. Anyway, this is a good, solid game for GameBoy.

GameBoy - Konami

ZEN: INTERGALACTIC NINJA

Theme: Action Available: 1993
No. of Levels: 5 Megabits: 1



Environmental games are making a strong appearance in the video gaming realm. Zen: Intergalactic Ninja is the latest one for the GameBoy! Select from four areas that include dust, smog, oil and a dam. Use your ninja power and might to overcome the environmental hazards and put a stop to the bosses producing this waste. The levels are intricate and difficult, but our world's fate is in your hands.

Beyond the environmental theme of this game, Zen really doesn't have the punch that Konami's Turtle games have shown in the past. The action moves at a very slow rate and the graphics, while not bad, aren't exactly the best animations that the GB has displayed. Action fan or not, this game really wasn't that big a thrill.

The theme of the game is timely and when the comic books for Zen could be a household word. The game plays OK but offers only the standard challenge. I would have hoped that Konami would have made this something special but, nevertheless what is here is all right but not spectacular.

Another environmental game? Give me a break! If the GameBoy was biodegradable, then I think it would make a difference. Besides that, this game is very good for GB standards. The graphics are good and the game play is cool. Its control is kind of like Strider, but you can't climb on the walls. A good GB cart.

Zen is a slightly above-average game for GameBoy which almost got my attention. It has many redeeming qualities, but I would like to see more action than jumping over pits, hitting enemies rapidly until they explode and a little more short passageways. Not enough action and few power-ups keeps Zen in the 6 range.

Lynx - Atari

STEEL TALONS

Theme: Simul. Available: Now
No. of Levels: 12 Megabits: 2



Steel Talons is one of the hottest commodities at any arcade! Bring all of the action home on your Lynx! Control one of the most powerful choppers in the fleet on a mission to investigate enemy activity. You have an assortment of missiles and guns to use at your disposal if any activity gets a bit suspicious. The polygon graphics look like they are lifted right from the arcade. Check out Steel Talons for the Lynx!

Steel Talons is another attempt by a home system to replicate the look and feel of arcade hardware well beyond its capabilities. Rated against the coin-op, this game pales by comparison, but on its own the graphic and game play combination presented here, and O.K., although not as visually expressive as the arcade.

While nothing on any system can ever capture the feel of the arcade game, Atari has done a marvelous job in recreating the concept of the coin-op. The game play is decent and very controllable although the scaling needed to make this a hit is beyond the capabilities of the system. Still, a game that should be tried!

Steel Talons is a cool alternative to the typical portable game. The scaling and rotation isn't as smooth as expected but the effect of flying is still well done. The game play is choppy and gets repetitive rather easily. However, I like the fact that Atari is doing more with the Lynx's abilities. Nice try!

For a portable system, the Lynx is certainly going places. Steel Talons doesn't have the scaling or smooth animation found in great simulations, but it is an excellent indication of where portable gaming is headed. Steel Talons needs a little work to become great, but I'm sure future versions will be awesome.

"Nice Shot."



C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



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The information below was supplied by each of the individual companies, and is current as of June 23, 1992.

NINTENDO

Bee 52
Gamerica - Shooter

Blue Marlin
Hot B - Sports

*Defenders of
Dynatron City*
Lucasarts - Action

Dragon Strike
FCI - Shooter

Kings Quest V
Konami - RPG

Legend of Ghost Lion
Kemco - RPG

Panic Restaurant
Taito - Action

Power Punch 2
Amer Soft - Sports.

*Stanley: The Search
for Dr. Livingston*
ElectroBrain - Adventure

*WWF Steel Cage
Challenge*
Acclaim - Sports

SUPER NES

Ka-Blooley
Kemco - Puzzle

Mario Paint
Nintendo - Edutainment

Spanky's Quest
Natsume - Action

Super Bowling
American Technos -
Sports

*Super Play Action
Football*
Nintendo - Sports

*Wheel of Fortune
featuring Vanna White*
GameTek - Family Fun



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Barbie
Hi Tech - Action

Double Dragon 3
Acclaim - Action

Kirby's Dreamland
Nintendo - Action

Mousetrap Hotel
Electrobrain - Action

Night Quest
Tato - Adventure

Ninja Taro
American Sammy - Action

Roger Clemens Baseball
Acclaim - Sports

Simpsons: Bart vs Juggernauts
Acclaim - Action

Spanky's Quest
Natsume - Action

Spiderman 2
Acclaim - Action

Ultima: Runes of Virtue
FCI - Adventure

Word Zap
Jeleco - Puzzle

LYNX

Kung Food
Atari - Action

Pinball Jam
Atari - Simulation

Shadow of the Beast
Atari - Adventure

NEO-GEO

Andro Dunos
SNK Home - Shooter

MASTER SYSTEM

Nothing will be released
this month.

GENESIS

AD & D: Warriors of the Eternal Sun
Sega - RPG

Cyber Cop
Virgin - Action

Evander Holyfield Real Deal Boxing
Sega - Sports

Gemfire
Koei - RPG

King Selman
Sega's Creation - Sports

Lemmings
Sunsoft - Puzzle

Romance of the Three Kingdoms 2
Koei - RPG

Side Pocket
Data East - Sports

Silme World
Renovation - Action

Smash TV
Flying Edge - Action

Super High Impact
Flying Edge - Sports

Team USA Basketball
Electronic Arts - Sports

GAME GEAR

R.C. Gran Prix
Absolute - Sports

Wheel of Fortune
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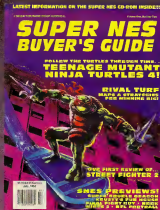
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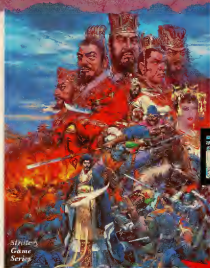
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CIRCLE #154 ON READER SERVICE CARD

GAMING GOSSIP

...CES Wrap-Up...SMSG Hardware News...Jaguar Update...Street Fighter 2 Products...Sonic Takes Over Sega...
...Nintendo Grabs NCAA...Sega and Nintendo Drop Prices...New Games On the Way...

...Welcome one and all to the front line of video game warfare with the General of corporate destruction and video game views, the one and only Quartermann! The Q-Mann has pulled out the big guns this month, kiddies, to deliver a first-hand report from behind gaming's most dangerous lines! So put on your helmet and grab your joystick for all the classified info that only yours truly can deliver...System suicide! Nintendo has joined Sega in hacking the price of their main console under the 100 buck region! While the news of the price decrease from the Sega camp came after Nintendo's big news, the Q-Meister has discovered that Sega had their blueprints for the price drop ready well before the CES, with two new packages (a core system as well as the "Sonic" system which is presently being sold) set for store shelves this fall! The bigger news, however, is the fact that Nintendo's new specs, which include the base unit and one controller with no game, appear to absolutely destroy the future of the 8-Bit. Sure, we all know it had to go sooner or later, but was napalm necessary?...

...The quiet from the San Mateo Software Group was deafening at the CES. This company within a company, controlled principally by Electronic Arts, Matsushita and Warner Communications is set to unload with a machine that insiders are calling "revolutionary" early next year. The machine is CD-based, but according to sources familiar with the project, the entry level price will position the unit to go up against CD-I and CD-TV platforms as opposed to vids. Will consumers pay \$800 for a glorified game system? The Q-Mann says the SMSG best do some spectacular things to be that steep...Atari's Jaguar is now readying for full-out production, with designs for nearly two dozen softs now in the starting stages. The machine will take gamers into visual regions previously uncharted by home or arcade games! Can't wait to see this cat in action...

...A tip of the Q-Mann hat goes to Capcom for finally making some premo Street Fighter 2 products available! The T-Shirts, posters and hats are great, but collectors should stand ready to snap up Street Fighter 2 comics, cards and more! No word on release, but expect to hear it here first!...While we're on the subject of the kick butt fight-fest of the century, the Q-Mann has a bone to pick to the folks at Capcom! What happened to Sheng Long? Sure, we all knew it was the Dragon Punch, but what a disappointment to see the home version omit this most controversial of all non-existent game characters!...Also, don't be surprised if you see our friend Blanka at the next Weight Watchers meeting! Six foot-five and 216 pounds?! Get serious Capcom, this monster should tip the scales at 400 pounds!...

...Sonic the Hedgehog has taken over Sega! The Sonic developers, that is! Seems the boys responsible for the blurred blue one want to make absolutely positive that the sequel is just as super-charged as everyone expects it to be and Sonic has no plans to listen to any stiff white shirts! The Q-Mann's hat is off to you...Look for Virgin's 7th Guest CD-ROM tour-de-force to become the pack-in for Nintendo's upcoming CD system...Quartermann wishes to extend a warm welcome to the Game Doctor! Trust me, Doc, the surroundings are much nicer around here...Nintendo scores the sports gaming coup of the year! One of the best b-ball games the guru of gossip has ever played, NCAA Basketball, is now being distributed by the marketing super machine at Nintendo. The folks at HAL and Sculptured Software should take a bow, this game blows away even the best the big 'N' itself could deliver...Market research? You guys are a joke!

...In closing, Gen. Q-Mann wishes to thank everyone who pushed through the crowds around the EGM booth at the CES to say "Hi!" and talk games! For those of you who weren't able to attend, the Q-Mann chalks up mighty kudos to this blistering batch of snazzy softs: Capcom's Street Fighter 2 (do you think I'm brain dead?), Sega's Sonic the Hedgehog 2 (the big loops and special pal are a very nice touch), Teemo's NBA Basketball (love the Tootsie Rolls too, Dimitri), Nintendo's Mario Kart (nice twist on F-Zero) and Mario 2 for GameBoy (good action title for the small screen), Taito's On the Ball (I agree with the head ed, this is the perfect reflex tester), Konami's Axelay (took the cake in the shooter category) and Sunsoft's Superman (inside joke, inside joke). Actually Superman won't be ready to review until the next show but the demo looked great!...Until we meet again...

- QUARTERMANN

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CIRCLE #109 ON READER SERVICE CARD

EGM EXPRESS

GENESIS AND SUPER NES SELLING FOR \$99 STREET FIGHTER 2 SELLS OUT IN 1 HOUR C&L CONTROLS READIES SF2 CONTROLLER

At the January Consumer Electronics Show, both Nintendo and Sega announced that they were reducing the price of their 16 bit game systems to \$99! These prices would take effect on or around July 15, 1992.

This 'system war' (not unlike the airline industry ticket pricing war) has been going on for several months now with Nintendo and Sega each reacting to the other company's new monthly low price, and then each would quickly counter with something even lower. This system war has apparently reached rock bottom now, as the companies are at the point where they have to go in and physically change the system packaging to achieve this new low price.

Each company will now offer a new basic system package. This \$99 deal will not include a game with the system, and you will get only one controller. More expensive, step-up system packages will still be available should you want more than just the basic system.

Turbo Technologies is also in this 'war' as the basic Turbografx system will now sell for \$69. Sega's Game Gear has been repriced at \$99 and Atari has their Lynx at about \$70.

If you thought that Street Fighter 2 was eagerly anticipated in the U.S., you should see what it was like in Japan! We wanted to see for ourselves whether this phenomenon was truly worldwide, so the staff of EGM flew to Japan to be there when the cartridge came out on June 10th. Long lines of game players were expected at every store and rumors were circulating that the game would sell for over 200% list price, just because of the high demand for the cart.

As to the demand, the rumor was right. We got to the main store of Yodobashi Camera in Shinjuku (one of the largest in Japan) at 9:00 AM when the store was just opening up. The line for the game ran around the block! There was a stack of boxes of games up to the ceiling and they all sold out in less than one hour! To our surprise though, the game was even discounted 10% and our copy cost 8800¥ (about \$67). We then checked 37 other smaller stores across the Tokyo area and none had any Street Fighter 2 cartridges for sale. Apparently the smaller stores decided to avoid the long lines and had presold their entire allotment of cartridges. On the average, the typical player paid full price plus 200¥ or 10000¥. Now, will there be a similar demand when the U.S. version comes out?

A couple of months ago we predicted that Capcom wouldn't be the only company that would be releasing a Street Fighter 2, 6 button Super Nintendo controller. Sure enough, a new company, C & L Controls, out of Huntsville Alabama, is doing just that!

Tentatively called the 'Championship Joystick', this controller is huge and it is first quality all the way. It measures in at 12 1/2" wide, 9" deep and 3 1/2" thick. The controller retains the exact same button/stick configuration as the arcade setup. The company claims that it is the most rugged in the industry, and we have to agree that it certainly could take a beating. Anything that could survive a couple of weeks of hard abuse from our players has to be strong! Actually the controller case is made out of cyclite - the same stuff that telephones are made out of! The other parts of the controller are equally as durable. The buttons are the same ones that are used on the arcade game, as is the joystick. That means cherry microswitches, the industry standard, for quality and reliability!

C & L is gearing up for production and plans to have the stick available in early August. They are shooting for a retail price under \$70. For more info you can write to: C & L Controllers; 4800 Whitesburg Drive; Suite 29; Huntsville, Alabama, 35802.



Both Sega and Nintendo dropped the price of their 16 bit machines to \$99 in July.



Hundreds of eager players (including EGM) lined up at 9 AM on June 10th in order to buy SF2 in Tokyo.



C&L's new Street Fighter 2 controller (in prototype form) will sell for under \$70 and come out next month!

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THE GAME DOCTOR

New Vistas in Problem Solving

Welcome, game mavens, to EGM's first installment of The Game Doctor's Q&A. For those of you who may not have heard of the Game Doctor - I know, I know, but we at least have to try to pretend that some of you are new to this column - I am the original video game medic, having started my "Q&A" practice in the October '81 issue of the first electronic gaming magazine. Since then, I've been associated continuously with Amie Katz, Bill Kunkel and Joyce Worley as they migrated from magazine to magazine, looking for the home they finally appear to have found with Steve Harris and company. It is a distinct honor to now be appearing in The Game Doctor's Q&A for EGM. Every column will, of course, be slanted toward the interests of the type of players who read this fine magazine.

Oh, but first the ground rules: 1) Make sure your name and address is on both the envelope and the letter itself, in case we lose the envelope; 2) No hint or tip questions, though - the Doc leaves that item to the experts who produce the rest of this magazine.

So, let's begin our latest leg in what has been a decade-long odyssey through the world of electronic entertainment with some of your burning questions.

Q: I am a proud owner of an NES. I only have one major problem. I was playing a game and there were a lot of enemies of the screen. The action on the screen then started to slow down. Can you tell me what caused this and why this happened?

Brad Gerard
Ruffin, South Carolina

A: No problema. The more on-screen objects, the more memory is required to move them around. Most video game systems use what are called "sprites" as the characters and objects which actually move on screen against a variety of painted backgrounds, much in the way cartoon characters are painted on transparent media, then animated against a static background.

Now we get to the difference between an 8-Bit and a 16-Bit machine. An 8-Bit machine can only "bite" off 8-Bits worth of memory at a time while a 16-Bit machine can consume twice as much. The bigger the "mouthful" the system can gulp down, the smoother the animation and the more animated objects can be manipulated simultaneously on screen without noticeably slowing down the game.

Q: Here are a few questions I would like for you to answer: 1) Is the Mega-CD worth all that money? 2) Are there any Mega-CD titles like Sherlock Holmes in which they use real motion scenes? 3) I beat video games very, very easily. Would you think that there is any chance I could get a job as a game reviewer, tester, counselor, etc.? Any advice would be greatly appreciated.

Shawn Emery
Elizabethtown, KY

A: Here's a few answers, Shawn: 1) There are certain questions which cannot be answered. Among them are "Is Video Game System "A" worth the money?" There is just too much relativity in there, partner. Worth the money to you? Well, since I am privy to neither your bank balance nor taste in electronic hard and software, I just can't answer that. I will say that the software selection for the CD unit - which is not even available for the

Genesis as I write this - is limited at best and a wasteland at worst. Wait for the Genesis CD to come along, and then see what the library looks like and you will instantly know for yourself whether it cuts the economic mustard. 2) I am certain that some form of "full motion video," as it is known, will be available for Sega's CD games. After all, even the TurboGrafx-16 can now produce full-motion video (and the Doc did see a few interesting looking new CD titles for the Turbo at CES, by the way) and Phillips will be loading up its CD-i (Interactive CD as opposed to CD-ROM, which is a play-back-only system) software with full-motion video out the wazoo. So, simply in order to keep up with the competition, it seems inevitable that the Genesis CD will give you all the full motion video your little gaming heart desires. 3) As you might suspect, there are an awful lot of game fans who would love to become game testers, and if you're as good as you say, you might have a shot. There's only one drawback: you have to live within commuting distance of a software or software testing company. Living in the state of Washington, for example, would make getting a job with Nintendo a lot easier, as would living in the Silicon Valley area of California, where you can't swing a broken joystick without hitting a software developer. But don't give up; some unlikely cities do boast software companies - Austin, TX has Origin, Las Vegas has Westwood, etc. - so check your phone book and if you find a game company listed, give 'em a call and say the Game Doctor sent ya!

Q: Will the Genesis Game Genie from Galoob damage my Genesis or its software? And will anything else be coming from Galoob?

Doug Dietrich
Lacombe, LA

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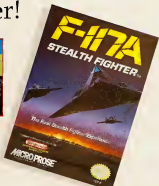
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A: According to Galoob, there is no way their Genesis Genie could harm your hardware or software. Remember, unlike the Nes Genie, the Genesis version will be an officially licensed product and will have the blessing of Sega. In fact, they say that the physical configuration of the Genesis actually makes it easier for them to affix the Genie to a cartridge, since there's no door to lift up. The Genesis Genie will basically look like a big Genesis cart onto which you attach your software. Everything then easily inserts into the top-loading system.

Q: I have some questions about the Genesis. I've heard that it can be hooked up to an RGB computer monitor. Is this true? If so, how do you do it?

**Dan Johnson
Ogilvie, MN**

A: Several companies make cables which allow this conversion. The one which makes the best cables for both the Super Nintendo and Genesis game systems is Redmond Cable. You can call them at (206-883-1403). They can tell you what is available for the monitor that you are using. Tell them that the Game Doctor sent you!

Q: I recently saw an ad for the Master Gear which converts Sega Master System games to the Game Gear format. I was wondering how good it really was?

**Chris Stehle
Milwaukee, WI**

A: The Master Gear was made by a small company and created enough interest among users (and is such a great idea) that Sega itself has since purchased the rights to this device, redubbing it the Master Gear Converter. We've yet to see whether the same problems will afflict the MGC that continue to make many Turbo/Turbo Express games tough to play on the smaller system, such as text that is so small that is unreadable or scores and other information located along the outer edge of the screen tending to be cut off on the smaller monitors.

Q: I live in Asia and would like to buy Sega's Mega Drive game system. You said that a Mega Drive cartridge would be too big to fit in the Genesis cartridge slot. Would the opposite also be true? Would there be any modifications [required] if a Genesis game were to be used in a Mega Drive system? If so, what should I do?

**Green Goblin
Bangkok, Thailand**

A: Good question, Green Machine, which provides the perfect time to mention that the best letter in each Q&A column wins the writer a Game Doctor Gee-Gaw Surprise Package (a.k.a. the GDGGSP). It's a collection of the pins, tee shirts, posters and other items which kind exhibitors at CES pass on to the Doc to distribute among his patients. Sort of like the lollipop the doctor used to give you if you behaved properly during your physical examination. The Goblinman's package is already on its way and YOU could be next.

Now to the more problematic issue of actually answering his question. Okay, here's a brief rundown of the compatibility/non-compatibility issue by way of the popular Japanese and American sister systems:

Genesis to Mega - U.S. carts fit both machines, but the Mega carts are slightly wider, which means to play them on your Genesis, you would have to cut away some of the plastic at both ends of the cartridge slot.

Super-Famicom to Super-NES - There is a pair of prongs in the American system which keep the Japanese carts from fitting in. We have encouraging reports from some brave American gamers who have removed these lips with pliers and are now playing Super-Fam games.

The Super-Fam, on the other hand, has some very sturdy blockage to prevent the use of American games. Buy an adapter, it's a lot easier. Although both TurboGrabs-16 and PC Engine game chips look identical, three of the pins are different. Again, use a converter. However, remember that some converters require extremely delicate handling, so check with your retailer.

U.S. and Japanese GameBoys are seemingly identical, though the system runs a check to determine whether the system is American or Japanese, which brings up an interesting point.

Some companies have begun to install system discretion jumpers (such as Rolling Thunder 2 from Namco) which detect any attempt to use a Japanese game in a U.S. system and a Yankee cart in a Japanese system. If you know what you're doing, you can reset the jumpers, but very few gamers will possess sufficient expertise to do so. Nonetheless, I suspect the word will get around.

Q&A QUICKIES: To all those folks who wrote in complaining about the aim on their Super-NES Super Scope light guns, the trick is in setting the parameters correctly before playing. The system asks you to line up the center of the screen, upper right corner, etc. Now, if you aim at the upper right corner when the system is looking for the center of the screen, you're going to confuse the poor thing to no end. So, take care in setting it up originally and you shouldn't have any problems. Oh, and for all those folks who were alarmed by the TV ad's claim that it could focus down to "a single pixel", stand at ease. True, the system can focus on a single pixel, but software designers figured out pretty quickly that no one can hit a single pixel. The developers therefore build in a certain tolerance so that if you hit within, for example, 8-12 pixels from the target, the shot will still be considered on cue. Some designers are more liberal than others, so some games will require greater marksmanship. And that about wraps things up here at the Game Doctor's new office. Hope you enjoyed this introductory column and remember to send all queries, comments and criticisms (we appreciate any corrections, especially those that aren't overly snide) to:

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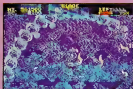
INTERNATIONAL OUTLOOK

News, Previews, and Info from around the Electronic Gaming World

EGM EXCLUSIVE! THE BEST OF THE 1992 TOKYO TOY SHOW!!

Technosoft of Japan / Mega Drive

THUNDER FORCE IV



*Check out this slithering worm!
Try to blast off his head, but
watch for falling parts!*



*Use the rail gun to incinerate
parts off this boss. After the
last shot he will attack!*

The Thunder is back! With the unparalleled success of TF 3, it seemed impossible to surpass this shooter! Enter Thunder Force IV!

This shooter contains such action, you will be sweating bullets before long! A vast array of power-ups, incredibly huge bosses and an awesome soundtrack are just a part of this fantastic shooter! All the parallax scrolling will blow you away!



*This nasty dude fires heat
seeking missiles while swiping
at you with his tail!*



*Here is one big level boss!
The ship is over three screens
long and heavily fortified!*



*After luring the ship out of the
caverns, you can start destroy-
ing the main cannons!*

NCS of Japan / Mega Drive

GLEY LANCER

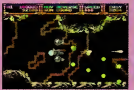


*These cannons form a beam
that cannot be penetrated!
You must maneuver between
the beams to survive!*

Gley Lancer is a top secret fighter capable of penetrating enemy lines and wiping out vast forces! All they need is an ace pilot to command the fighter. Well, they found her...

Gley Lancer has a unique menu to select the formation that your options will take! There are also five weapons to collect and power-up!

If you think you can take the pressure, Gley Lancer is a must-have for Mega Drive owners!



*In the treacherous caverns,
utilize the rebound shot to
ricochet the shots off the
walls and strike the enemies!*

BASEBALL SO REAL...

8
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Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



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Go for the fence against a pitching machine with your favorite hitter in "Home Run Derby."



Put yourself into a game-winning, heart-pounding "Game Breakers" situation.

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CIRCLE #142 ON READER SERVICE CARD.

NCS of Japan / Super Famicom RANMA 1/2

Ranma 1/2 fans take heart! The adventures of Ranma and the rest of the crew are back in a 12-Meg cart! All the characters in a even have a new look!

Select from twelve tough warriors and duke it out in familiar Ranma locations, like the fighting wells and Ranma's hometown!

The same moves and techniques are here, but many new assaults have been added! One or two players can play!



Ranma and Ryouga are a tough match for each other. Will Ryouga get his revenge?



Moose can utilize strange magic to defeat foes! Akane had better watch herself.



Ranma female vs. Sunkugi! Sunkugi wields a nasty mallet that can whack Ranma!



Here is the cast and crew of Ranma 1/2! You can play as any of these warriors!



Genma vs. King! In the background are the wells that gave the characters their alter-egos!

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Padded Thumb For Enhanced Video Game Play

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Look for details on **Champion Batting Gloves**.

CIRCLE #216 ON READER SERVICE CARD.

Hudson Soft of Japan / PC Engine BOMBERMAN '93

Bomberman '93 has all of the action packed puzzle gaming you can handle! Included is a five simultaneous player option and incredibly good graphics!

Place the bombs in certain spots to blow away enemies, uncover power-ups and find the exit to the next level. Collect items to expand your explosions and give you invincibility! It's a blast!



Try to place the bombs in a strategic pattern to blow away your enemies!



Sometimes a well-placed bomb can incinerate many enemies at once!



Check out this stage! Although it looks difficult, there really is a simple pattern!



Bonus points are added if you manage to clear out several rows at the same time!



Congratulations! After you complete a stage, a fun celebration begins!

CSK of Japan / Mega CD-ROM AFTERBURNER III



Prepare for take-off! This opening sequence shows you lifting off from the carrier!



The on-board computer will let you know the exact moment to fire your missiles!

CSK has been hard at work with this one! Afterburner III is a great showpiece for future Mega CD-ROM titles!

Hop in your fighter and take to the skies above enemy territory! Looking somewhat similar to G-Loc in the way you scale into the cockpit, this game confronts an entire wave of enemies! Launch missiles and fire Vulcan cannons to wipe them out!



Your weapons include a Vulcan cannon and heat-seeking missiles that lock onto targets!



This is not a good sight! At this point, you should probably look for some soft ground!

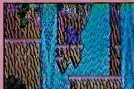


The flight computer is giving the go-ahead to fire at the on-coming bogie!

Sega of Japan / Mega Drive NINJA GAIDEN IV (Working Title)



This fat guy is a pushover! Just jab him in the belly!



The fight in the waterfall reveals fighters who hang from helicopters. They are deadly!

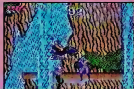
Ryu Hyabusa is back in this, the fourth Ninja Gaiden game. While strongly resembling the original arcade game (even more so than the Lynx version) Ryu now has powers and moves never before seen in a home version. The character is huge, as are the enemies he must face. Spectacular parallax scrolling and smooth fluid movements all add up to the best version of this game yet! Now, if only SOA can bring it out over here!



A new technique is the ability to crouch into a ball and roll away from enemies!

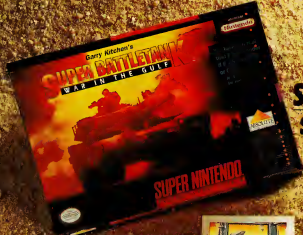


Here is the first boss! Use repeated flip kicks on him!



Here are the helicopter bandits. One punch will knock them off, but do not let them attack!

The field reports are in: Super Battletank scores a decisive victory!



Command the state-of-the-art weaponry and guidance systems of the fearsome M1A1!



Re-creates actual Desert Storm maneuvers!



Ten action-packed missions that culminate with assaults on major enemy targets!



Digitized VCR-quality video sequences!



Day and night combat scenarios!



- 1) "...looks so real that you'll wonder if it's Super NES or CNN."
- 2) "...for pure realism, you can't beat Super Battletank."
- 3) "...Absolute pushes the SALES to the limits with this one."
- 4) "...Operation Desert Storm visits the Super NES with a vengeance."
- 5) "The Gulf War blows in Super Battletank..."

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One of the most realistic, authentic military games ever created, **Super Battletank** puts you, an Allied Forces tank commander, in charge of the devastatingly powerful M1A1 battletank, armored warfare champion of Operation Desert Storm.

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And coming soon: **Super Battletank** on the Sega™ Genesis™!

Designed by Garry Kitchen and Alex DeMeo.



Published by Absolute Entertainment, Inc., 251 Rock Road, P.O. Box 116, Glen Rock, NJ 07452. Tel: (201) 652-1227

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CIRCLE #151 ON READER SERVICE CARD.

Takara of Japan / Super Famicom **FATAL FURY**



Michael Max delivers a thunderous blow to Terry!



Terry seeks revenge on Michael in Tung Fu Rue's area.

Check this out, you Super NES owners! Now you can have all the fun of Fatal Fury on your system!

Terry Bogard, Joe Higashi and Andy Bogard are back and ready to take on Geese Howard!

Select your starting area and take on the bosses! Head to the Pao Pao Cafe and face the incredibly acrobatic Richard Myer. Tanning himself on Sound Beach is Michael Max. Tung Fu Rue is waiting for you at Howard Area! Raiden is waiting to pounce on you at the Amusement Park.

If you can make it past these thugs (and many others) you will have to contend with Geese Howard!

While the game may differ in character size and sound effects from the Neo-Geo version, Fatal Fury is still a great translation for those with the S-NES.



Terry Bogard vs. Terry Bogard?



Take on the same character in any of the stages!

NCS of Japan / Super CD-ROM **RANMA 1/2**



Here, Ranma faces Moose! His pet duck lays the eggs...



...and the eggs explode on contact!

Since the Super Famicom is getting a new and updated version of Ranma 1/2, it seemed only logical that the Super CD-ROM should get one as well!

The first Ranma 1/2 for the CD-ROM was nothing like this exciting fighting game! All your favorite characters are here, complete with special attacks exclusive to each. You can also select to play as the characters alter-ego like Genma's Panda and Ranma female!

Plenty of crisp, colorful cinemas help unravel the story of this intense fighting game!



Try attacking from close range to finish off Kohcho!



In one of the cinemas, we see Colon lecturing the girls!

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TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

STREET FIGHTER 2

(Capcom/Super NES)

Character vs. Character - The ultimate trick for Street Fighter 2 is here! This trick will allow you to fight the alter ego of any player controlled character in the game! It will not allow you to control any of the computer controlled bosses. To do this trick, you must put in the cartridge and turn the Super NES on. As the Capcom logo fades in, press these buttons in this order: DOWN, R button, UP, L button, Y, B, X, A. Make sure to

get the code in before the logo fades out. As soon as you do this, you will hear musical tones which confirm that the trick has worked. Now, when you press START, the title screen will turn blue instead

of the normal color, black. Now when you choose vs. mode, two players will be able to choose the same character. Also, when you start a one player game, the players you fight against will be a



Play as the same character!

Continued on page 55

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STREET FIGHTER II (continued)

(Capcom/Super NES)

totally different alter ego color.
All of the characters you can

choose are shown below doing
their favorite moves. Turn to EGM

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tricks!



Remember Ryu vs. Ryu in the arcade?



It's a quick Dragon Punch to the face.



The hand is quicker than the torpedo!



Red Chun Li's wind kick takes her out!



Blanka's roll might get shocking results.



Hey, quit it! Zangief vs. Zangief is intense!



Two powerhouse moves at once!



Dalsim's alter ego gives him a hotfoot!

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Wait 'til they get a load of me!

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"Make Batman Use His Weapon Both Ways At The Same Time!"

Here's a great way to get through some of the higher levels on Batman from Sunsoft. As the number of enemies and bad guys increase, it's really helpful to be able to use your weapon in both directions at the same time. And of course you can do this only with **GAMEHANDLER**. When you get surrounded, simply point the nose of your controller down and give it a little wiggle while you're holding in your weapons button. Now you can get guys in front of you and behind you.

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RIVAL TURF

(Jaleco/Super NES)

Change Character Names -
Have you ever wanted to be in a video game of your own? Well, now you can! This trick will allow you to change the names of every character in the game including the players and every one of the enemies. To do the trick, you must first play through the game and get the high score of that game. When the screen comes up to enter your name, put in CHRCONF as your name, and you will be brought to a character configure screen that will allow

you to alter the names of all the characters in the game. Once you are finished, just press START for a game with your new characters!



First, get the high score and enter the password as your name.



You can then alter each character's name.



Now, you can beat on your buddies!

FANTASY ZONE

(Sega/Game Gear)

Config Mode - To get an option mode in the Game Gear version of Fantasy Zone, press these buttons in this order at the title screen: UP, RIGHT, DOWN, LEFT, 1, 2, 1, 2 and START. Now you can change the mode, money, stage, and sound test. Also in the config mode screen, select "Mode" and press LEFT, 1 and 2 at the same time for an "Undead" (invincible) mode.

Benjamin Chen
Houston, TX



Do the trick and you will see a "Config Mode" with plenty of options.

EGM'S SUPER ADVENTURE ISLAND TRICK CONTEST!!

Can you find this screen? If you can, it is worth the game of your choice! Somewhere in Super Adventure Island for the Super NES, there is a round select trick which will bring you to the start of any level in the game. The screen you need to look for is shown in the picture below. If you can figure out how to do this trick, send it in! The winner will be awarded the game of his/her choice and get his/her name in the magazine when we reveal the correct method to do the trick. Hurry, contest ends on August 15, 1992!

**HURRY!!
CONTEST ENDS
8/15/92!**

Why not enter now? It's easy! Just write the correct method of how to do the trick on a postcard with your name and address, and send it to:

Electronic Gaming Monthly
SUPER ADVENTURE ISLAND CONTEST
1920 Highland Ave, Suite 222
Lombard, IL 60148



Contest Rules: All entries must be received by August 15, 1992. EGM or the judges are not liable for loss or misdirection of mail. Correctly prepared entries will be sent to the organizers. The prize is non-transferable. Shipping or handling costs are not included in prize unless specified. The residence of the winner in their 48 states must be ready to be reached with the correct address in business writing which is to be included in the envelope. The prize will be shipped to the winner's address. The ultimate prize is a Super NES. Shipping costs: IL, \$10; TN, \$15; VA, \$20; MD, \$25; NY, \$30; PA, \$35; OH, \$40; IN, \$45; MI, \$50; WI, \$55; MN, \$60; IA, \$65; MO, \$70; KS, \$75; NE, \$80; SD, \$85; NB, \$90; VT, \$95; NH, \$100; ME, \$105; CT, \$110; RI, \$115; MA, \$120; VT, \$125; NH, \$130; ME, \$135; HI, \$140; AK, \$145; WA, \$150; OR, \$155; CA, \$160; AZ, \$165; NV, \$170; UT, \$175; WY, \$180; CO, \$185; NM, \$190; OK, \$195; AR, \$200; LA, \$205; MS, \$210; AL, \$215; GA, \$220; SC, \$225; NC, \$230; VA, \$235; MD, \$240; DE, \$245; PA, \$250; NY, \$255; NJ, \$260; CT, \$265; RI, \$270; MA, \$275; VT, \$280; NH, \$285; ME, \$290; HI, \$295; AK, \$300; WA, \$305; OR, \$310; CA, \$315; AZ, \$320; NV, \$325; UT, \$330; WY, \$335; CO, \$340; NM, \$345; OK, \$350; AR, \$355; LA, \$360; MS, \$365; AL, \$370; GA, \$375; SC, \$380; NC, \$385; VA, \$390; MD, \$395; DE, \$400; PA, \$405; NY, \$410; NJ, \$415; CT, \$420; RI, \$425; MA, \$430; VT, \$435; NH, \$440; ME, \$445.

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ARCANA

(Hal/Super NES)

Chapter Select and Music Test
To start your game with an increase in hit points and experience points, go to the title screen and press these buttons in this order: DOWN,



Enter the Chapter select code at the title screen.

SELECT, SELECT, X, Y, SELECT, SELECT, L button, SELECT, SELECT, LEFT, RIGHT, UP and then press A to start at Chapter 2, B for Chapter 3, X for Chapter 4,



You will be able to go through higher chapters!

and Y for Chapter 5. For a music test, go to the title screen, hold the L and R buttons and then press B.

Note: When using the Chapter select, remember that it will only jump you to the next chapter. Increase your hit points, experience, etc. However, items that are involved to complete the game may not be available when you do the trick.



This is the music test screen shown for the second trick.

SMART BALL

(Sony/Imagesoft/Super NES)

Level Jump - Once the title screen appears, wait for it to tell you to push the START button. Next, enter the code as follows: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT and then START. Now, instead of having to start on level 1-A, you can start anywhere up to level 4-A.

Ian Arruda
Hilo, HI



FERRARI GRAND PRIX CHALLENGE

(Flying Edge/Genesis)

Race Select - Now you can choose many races in the Grand Prix Circuit. Enter these codes on the password screen as follows:

Brazilian GP
55PJ1:ZCPSF
FTNH2:Z1T6S
L363J:WGFGG

San Marino GP
GKBWQ:GF63T
PZMGW:CBGTM
NQ6KS:2CFJT

Monaco GP
N6MRL:VDDZ1
FGRFH:4Q41Z
KLX6W:QKFMP

Canadian GP
QHS61:SBQ35
XSVDH:4Q41Z
KQZJS:QKFQR

French GP
GVGGP:3JZSR
4M4B6:21TNL
NXLPE:G3DJS

British GP
JHFGV:DJRZB
VZBBK:J3Z6L
MHDNX:G5CCK

German GP
34XZ6:BG3KC
ZWCRC:WWQVV
LSGZK:S4DMH

Hungarian GP
DLQC3:QFZ3P
LDHQ6:21TNL
NBL1J:B6DQG



Go to the password screen and enter these codes to race many different tracks!

Scott Slauson
Fayetteville, AK



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Choose from 12 intra-galactic *Realms!*
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CIRCLE #196 ON READER SERVICE CARD.

KRUSTY'S SUPER FUNHOUSE

(Acclaim/Super NES)

Level Passwords- Are you having trouble with the levels in this puzzle game? These passwords will give you the access

to all of the sections you need to conquer. On the title screen, you will be able to enter these codes as follows: Level 2:

BARTMAN, Level 3: **SMITHERS**, Level 4: **SNOW-BALL**, Level 5: **JEBEDIAH**.



Enter your desired password at the title screen.



Go through doors to get to the next section of levels.



Now, you can pass any level that gives you trouble.

MAGIC SWORD

(Capcom/Super NES)

Secret Options Screen - To get an extra options screen, you must first plug in the second control pad. Next, go to the option screen with controller one and highlight "Exit" but do not press any button. On the second control pad, press and hold the

L button, the R button and **START**. With these held, go to the first controller and press **START**. You will be taken to a new option screen where you can select your vitality and game level.

Marcus Emery
Milpitas, CA



Note: Trick works on preliminary copy of game. Production copy may vary.

KRUSTY'S SUPER FUNHOUSE

(Flying Edge/Genesis)

Passwords - Here are all of the passwords you need to finish Krusty's Super Funhouse for the Genesis. At the title screen, enter the following passwords for higher levels: Level 2: **WHOAMAMA**, Level 3: **FLANDERS**, Level 4: **BROCKMAN**, Level 5: **SIDESHOW**.

Matt Clarke
Myrtle Creek, OR



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HIGH STAKES™

G A M B L I N G



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CIRCLE #156 ON READER SERVICE CARD



**How to
get
more
action
and
adventure
without
breaking
your
piggy
bank**



ALSTON

Alston Present

Presenting the
"Super Jo-Jo"
The one
and only
joystick
you'll
ever need

The Super Jo-Jo is a full featured joystick compatible with Super Nintendo and Sega 16-Bit entertainment systems by a special connecting cable. The Super Jo-Jo features standard game paddle controls, slow and turbo modes, and a palm rest for better playing comfort. Test drive a Super Jo-Jo. You'll never want to let go.



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Gamate package includes the Gamate hand-held entertainment system, 4-in-1 game cartridge, stereo earphones, a set of rechargeable batteries and Alston's guarantee against product defects. And priced at

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LEADING EDGE

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AMERICAN AMUSEMENT
MACHINE ASSOCIATION

SNK KING OF THE MONSTERS 2

The long-awaited sequel to King of the Monsters is finally in arcades! King of the Monsters 2 by SNK is a new and improved version of the arcade smash, featuring new characters, better bosses and some really amusing special attacks.

You must do battle with some of the most bizarre creatures ever seen by the eyes of mortals! Your assault on the aliens takes you to some of the most exotic places in the world. You will encounter enemies in the streets of France, in the desert and even 3,000 feet below the surface of the ocean!

Prepare for attack with King of the Monsters 2. It's the battle of the big guys, with power and punch to spare! Try to watch out for the little humans!



In the bonus stage, you must use your speed to push the other monster off of the cliff. For more fun, you can play with two people. You can pick your character from three monsters, each with different abilities!



After powering-up your character, you will be capable of doing some awesome special attacks.



Huge, relentless bosses threaten the existence of the world. Stop them at all costs!



ZAPI! Destroy the creatures by any means necessary!

TAITO WARRIOR BLADE

If you have been looking for a new and exciting action/adventure game with lots of awesome graphics and sounds, your prayers have just been answered!

Warrior Blade by Taito is a great new action game in which you embark on an epic quest against the forces of evil and darkness!

Play alone or with a friend as you rampage from level to level atop horses and flying dragons! Try and defeat bosses who are as deadly as any you have ever battled before. This game is sure to be a hit!

So sharpen up your sword, and get ready for battle with Warrior Blade. Slicin' and dicin' has never been this much fun!



Hop a ride aboard a flying dragon in your war against evil! Two-player action is a real blast!



Slice your way through some horrifying bosses to complete each level.



Use all the weapons at your disposal to rid the kingdom of evil.

Jennifer Capriati Tennis A Great Match.

Jennifer Capriati

Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!

Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



RENOVATION
PRODUCTS

987 University Avenue, Suite 10
Los Gatos, California 95030



CAPCOM

VARTH: OPERATION THUNDERSTORM

Here is a game that will positively blow your mind. Varth: Operation Thunderstorm by Capcom is like nothing you have ever seen before!

Pilot an advanced gunship capable of using high-tech weapons and do incredible aerial acrobatics!

Try to pick up power-up items to increase your already massive arsenal. The weaponry in this game is extensive and powerful!

If you enjoy a shooter with top-notch graphics and game play, check out your local arcades for this new quarter muncher and take a shot at Varth: Operation Thunderstorm, you won't be disappointed!



Massive enemy aircraft will try to hinder your progress. Try to avoid their attacks!



Check out this tank! Its multi-directional turrets are deadly.



Whoa! Do your best to destroy this colossal cannon by using whatever means are available! The game play is further heightened when adding another player to help you through the tough spots. The additional firepower will enable you to attack more effectively. Two guns are better than one!

SIGMA & TAIYO JIDOKI TOP SHOOTING

Top Shooting by Sigma & Taiyo Jidoki is the newest addition to a new wave in shooting simulators. This game, however, departs from the norm in that you are actually playing in a computerized shooting range!

You will be tested in different areas, such as a forest and a city. Your reflexes will be pushed to new heights as you must be quick to fire and score a hit. Accuracy is determined by the computer and points are scored accordingly.

Your aim is of critical importance as the targets get progressively harder to hit. Attempt to keep your cool as the targets pop out from every corner of the screen at increasingly faster speeds. The action is non-stop and it definitely keeps you alert! This game is as close as you can get to a real rifle range!

Sharpshooters, take aim and hit the bull's-eye with Top Shooting, blasting into an arcade near you!



The targets will pop out from everywhere to test your reflexes! Accuracy is crucial in elevating your score, so keep your cool!



Cool graphics, realistic backgrounds and awesome sounds keep you "sweating bullets!" Try not to waste your ammunition, because you may run out! Also, keep an eye on the time!



Todd's Adventure in
**SLIME
WORLD**

GET READY FOR THE SLIME OF YOUR LIFE



RENOVATION

427 UNIVERSITY AVENUE SUITE 20
LOS GATOS, CA 95030

Somewhere in the deepest corner of the Gamma Mu Eta system lies a planet no one knows to be alive or dead. The surface appears to be moving, but not like oceans, according to displacement readings and photos from a probe nearby.

What mysteries are held by this big green glob in the middle of space?

This question and others have been left in the somewhat capable hands of space jockeys Todd and Rooney. The administration supplies them with everything they need to plot and document Slime Planet. Our heroes hop onto their own Slime World Express, headed for danger, excitement and maybe even death.

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NEXT WAVE

EGM EXCLUSIVE!

PHANTASY STAR IV Sega / Genesis

Yes, Star players, *Phantasy Star IV* is on its way! Once again, the menacing Dark Force has shattered the silence throughout the once peaceful land!

Phantasy Star IV includes, among others, Nei from *Phantasy*



The evil Dark Force has once again returned!



**1987
PHANTASY STAR**

Phantasy Star set the video gaming world on fire with its huge quest on the Sega Master System.



The cast and crew of *Phantasy Star IV*. These characters should look familiar to those who have played the *Phantasy Star* series. The worst of the enemies are back also, led by the ultimate in evil - Dark Force!



**1989
PHANTASY STAR II**

Phantasy Star II was the first 6-Meg cart released for the Genesis! The superb graphics and futuristic setting were unmatched.



**1990
PHANTASY STAR III**

When *Phantasy Star III* came out as 8-Meg, it meant a game with seven worlds to explore and plenty of action!

Star II and Wren from *Phantasy Star III*.

The quest is set in a futuristic setting in the year 2284, similar to *Star II*. You will adventure across new planets and meet up with more enemies than ever before!

Solve the mystery and stop Dark Force before he gains control over the world!

RAVING THROUGH SPACE



It's so fast, it'll make your teeth rattle. So intense it'll make your toes curl. So action-packed, you'll go rocketing, blasting, and splashing your way through 8 stages in Thunder Spirits™, the Super NES™ Action/Arcade classic. It may take facing horrific 3-D creatures & multi-level scrolling. It may take a will of iron & nerves of steel. But you've got what it takes! Even if you have to hurl.

SEIKA

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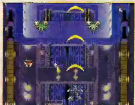
EGM EXCLUSIVE!

IMPERIUM

Vic Tokai / Super NES



Imperium is a vertical scrolling shooter that has six intense levels that are each followed by intimidating bosses.



VIC TOKAI hits the Super Nes scene with their new shooter, Imperium. The scenario is set on a distant planet where all human life disappeared a millennium ago. You must pilot your ship and destroy the evil robot society. Imperium is action-packed with six levels of constant action. There are also four weapons to choose from and 3 power-ups for each of them. Your ship has a defense system that allows for you to be hit three times before it is destroyed but at a loss of weapon power-up.



Your ship can have a total of four weapons and three power-ups for them. There is also four different speed settings.



TERMINATOR 2™: THE ARCADE GAME

Arena / Genesis

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The Terminators are running around everywhere! Blast them before they strike!



The cursor can be moved with a joystick or by using the power of Sega's Menacer!

Terminator 2: The arcade game is just that; an exact translation of the original quarter muncher!

T2 can be played using the standard Genesis pad and maneuvering the cursor around to blast the Terminators as they plan their attacks!

However, for a real taste of the arcade, T2 can also be played using Sega's new light gun, The Menacer!

Exact aiming is not required to fire. You can manipulate the on-screen cursor by moving the gun. Shoot from your hip!



Sega's Menacer adds realism!



If you shoot an ammo box, you will either get more ammo or receive a new weapon!



The overhead jets drop bombs and terminators on you! Destroy the jets for big points!

STREETS OF RAGE II

Sega / Genesis



Axel's jump kick can knock any enemy right on their back!



Blaze and Max are one tough duo! Their combination of speed and power is great!

Do you think you have what it takes to battle Mister X and his cohorts? Think again, young fighter! Streets of Rage II packs more power in its 16-Meg cartridge than any other side-scrolling fighting game!

Streets of Rage II features four tough fighters: Max, Axel, Blaze and Sammy! Each character can perform their own special techniques! Two players can battle Mister X simultaneously through seven stages!



Here are your character choices. Max, Axel, Blaze and Sammy are ready to battle Mister X.



Sammy is one of the new characters! He has inline skates that make him very quick!



Max is another new character whose strength is unmatched! His only drawback is speed.

GOLDEN FIGHTER

Culture Brain / Super NES



A well placed kick to the head should stop his fast and furious attack methods!

Golden Fighter is a mix and match of many forms of fighting all thrown onto one 12-Meg cartridge!

Some of your fighters include kick boxers, street fighters, boxers and ring masters! However, Golden Fighter isn't just a one-on-one slug fest! There is an option to play a side scrolling beat 'em up and then fight a boss in single combat!



This is the perfect opportunity to waste these thugs with a spinning upper kick!



This guy has got a nasty pair of razor-sharp claws! His claws can extend to cut you up!



In a training mode, the circle indicates the best area to hit your opponent for a quick knockdown!



Beware of this kick boxer's flaming somersault back kick. It packs a nasty wallop!



Don't Laugh-He's Probably Related to You!

Long before there was a Beatrix, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the lascivious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hysterical water world and even a dinosaur graveyard.

For pricing and orders, please call 800-VIS-867. New! Mastercard, American Express and checks accepted.

OFFICIAL
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GAME

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EGM EXCLUSIVE!

G-LOC Sega / Genesis



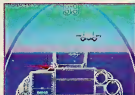
At the opening ceremonies, you earn your wings to fly in one of the hottest missions!



Carren through a series of treacherous towers of water!

G-Loc was always a fantastic flight combat simulator in the arcades! Courtesy of Sega, EGM got this exclusive sneak preview of this hot air combat soft. Set in a first-person perspective, you pilot your fighter through the thickest enemy-soaked territories in an attempt to wipe them out! Your cannons and missiles are your only friends in the heat of the battle!

While still early in development, this shooter could be hot!



You have got him in your sights. Now, blast him!



Get a great view of the outside of your plane as you climb into the cockpit!



Submarines occasionally surface to fire rockets at you!

ULTIMATE FOOTBALL American Sammy / Super NES



At the title, you can select from one or two players and even enter a previous password!



The Stallions are preparing for the kick-off!

American Sammy is porting over their Super Famicom football title to the Super NES!

Ultimate Football is a sports experience unlike anything else! Play in a pseudo-3-D perspective with lots of action for great realism!

Plenty of teams are available, and the added option of having two players compete simultaneously is a definite plus! Hit the field with Ultimate Football!



The field can scale and rotate with the greatest of ease!



Before the game begins, you see an outside view of the field, along with the teams!

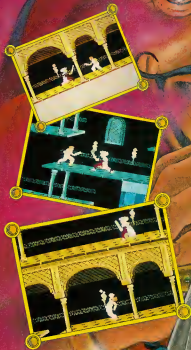


Your quarterback has received the ball and is preparing to run!

PRINCE OF PERSIA®

As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar, the evil tyrant who has stolen her father's throne.

PRINCE OF PERSIA® will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your NES™! You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?



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For pricing and orders, please call 1-800-VRG-IND7. Visa, Mastercard, American Express, and checks accepted.

Nintendo
ENTERTAINMENT
SYSTEM™



GREENDOG Sega / Genesis



Greendog arrives on the island on his peddlecopter. A huge adventure lies ahead!



Piranhas are a constant threat on the island as they nip you!

Greendog is the story of a super-cool surfer dude that got nailed by a gnarly wave. The impact left him with a heavy pendant that had a nasty curse on it! Greendog must locate the Surfboard of the Ancients to break the curse!

Greendog will travel through beautiful Caribbean settings, face strange and exotic creatures and jam to tropical music! Totally trippin'!



The parrot slowly lowers Greendog to safety from the falls!



In the second stage, Greendog is placed in an ancient temple filled with crazy surprises.



Greendog's frisbee is his weapon of choice!

...IT'S JUST THE BEST.



a top-notch simulator.

Introducing **TURN AND BURN™** Its Navy F-14 Tomcat handles like the real thing when you answer the call to intercept and destroy enemy bogeys!

TURN AND BURN's got complete 360° rotation.



Fully-instrumented control panels!

In the case of jet fighter games, it's not always a smooth flight from movie screen to Game Boy screen. Especially if you're looking for



Dynamic aircraft control seats and cockpits!

Fully-instrumented control panels. A HUD for enemy targeting. Radar and landing displays for smooth navigation.

Wing-mounted 50mm cannons. AIM-54 and AIM-9 air-to-air missiles. A sophisticated ECM system to confuse oncoming warheads.

Actual in-flight refueling. And realistic mid-ocean carrier takeoffs and landings that separate the aces from the raw recruits.



Realistic in-flight refueling!

You won't find dogfighting like this in any other Game Boy title.

So don't be fooled by slick name-dropping. If you want the video.

TURN AND BURN is the Game Boy jet fighter game that demonstrates definitive air superiority!

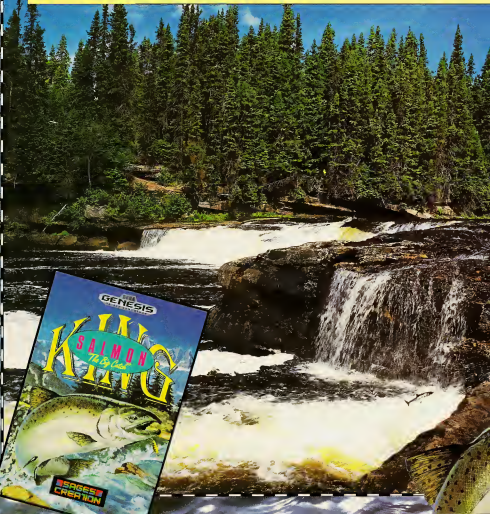
Designed by Dan Kitchen and Roger Aronson.



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“King Salmon”

You can almost hear



is so real... the fish jumping!"



Let's go fishin' for King Salmon now!

Any time, any season, Sage's Creation has your license for fun, and the trophy catch is King Salmon. In this realistic angling simulation you need to be crafty, cunning, and patient. These salmon aren't dubbed king for nothing. They'll fight to the death, and if your not good you'll never land a catch.

Bait your own hook.

Enjoy fishing the great northwest, from Alaska to Vancouver, in rivers or on the sea. Open your tackle box and set your rig. A spoon, spinner, plug or live herring. What's going to work today? Whether you bring home a whopper of a catch or a whopper of a story, it's all your choice!

Fun in the Sun, or choose the Heat of Competition!

A kick back day of fishing, with a friend or two in the beauty of the outdoors, or the heavy



competition of the world renown Salmon Fishing Derby in Vancouver B.C.?

In either case, King Salmon promises years of challenging fun. Realistically detailed, authentic Chinook fishing environments, and a special password memory that allows you to save and resume your game whenever you're ready.

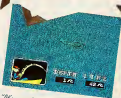
Get your fishin' license.

King Salmon is a new sportfishing game that's coming to your Sega Genesis™ system. Get hooked on King Salmon while the King's are still running.

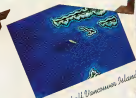
It's a mega hit, hook, line, and sinker!



"Victory at Sea"



"He was between Man and Fish!"



"The coast off Vancouver Island"



"Sleep up... and he's history!"

SAGE'S CREATION



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CIRCLE #112 ON READER SERVICE CARD

SONIC 2

THE HEDGEHOG

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	HARD	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	35+	ACTION	40%

GENESIS GOES SUPER SONIC AGAIN!

The world's fastest video game character is back and he's even faster than ever! Sonic made his debut last year on the Genesis and took the video game world by storm. The little blue hedgehog, capable of mind-blowing speeds and incredible moves, sent Genesis to the top of the video game market. Sonic even won the coveted title of Video Game of the Year by none other than Electronic Gaming Monthly. Now, the same development team that created the first blockbuster cart is working on the sequel. This cart promises to have even more action, enemies and levels. Sonic's maximum speed will be even higher than the first cart. One of the main features of this new cart is the addition of a character known as Tails. Tails is a little fox with two tails. He likes to mimic all of Sonic's moves. He doesn't quite have Sonic's speed, but for a 41/2-year-old, he learns quick. He may even be faster than Sonic someday! The great part about Tails is that he brings the

option of having two players to Sonic's game. The game will be split into almost 35 levels and will feature time travel. Sonic and Tails will venture through prehistoric swamplands and futuristic cities filled with pollution. Electronic Gaming Monthly is here with the first in-depth look at this great cart, so check out the next few pages for the inside scoop on Sonic 2.





SONIC

TAILS

DR. ROBOTNIK

Sonic has been working out and he's super-fast. He's about 16 years old now, and his attitude is getting worse: he's a lead foot and he doesn't even have a driver's license! He's gotten so fast that he can even travel through time!

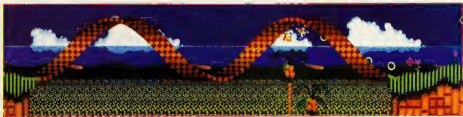
Tails is a unique little fox. His two tails always seem to get in the way when he tries to mimic Sonic's fast-blast take off. He idolizes Sonic and follows him wherever he goes. For 4 1/2, he sure is fast. I wonder if he'll ever be faster than Sonic?

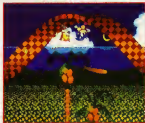
Dr. Robotnik is back with more dirty tricks up his sleeves. After he was thwarted by Sonic in the first adventure, he has since created a whole new army of robot creatures. His master creation is the monstrous "Death Egg."



Here's the awesome new title screen with Sonic and Tails.

"I decided that since I've become the mega-star that I am, I should share a little of the fame with my buddy, Tails. He even got to share my title screen with me - what a lucky break! I hope he can keep up with me in the game. There are many new tricks to master. Check out the corkscrew loop! Betcha can't do that with a chubby Italian plumber!"





MORE LEVELS, MORE ENEMIES, MORE FUN!

Sonic 2 is, without a doubt, going to be one of the greatest action carts for the Genesis. There will be many new aspects to the game play. The developers of the game are keeping the contents of the game under the highest security though. One of the game play elements that we are excited about is Sonic's ability to travel through time when he reaches warp-sonic speed. We don't know exactly where or how Sonic is going to travel through time, but prehistoric and futuristic levels are a must. Sonic may do super spins over the back of a brontosaurus or zip through the tubes of some futuristic robot factory. The last level will be a battle against Dr. Robotnik and his hideous Death Egg. The Death Egg is an immense star-like fortress and has the ability to destroy Sonic's entire home planet. The background graphics will be even better than before, with tons of parallax scrolling and plenty of ultra-high-speed action. The two-player option also adds to the playability. Look for this hot cart to be released in November 1992. Sonic 2 is shaping up to be quite a sizzler!



SONIC 2 ON SEGA CD!



Here are a few of the fantastic intermissions for the Sonic 2 CD that Sega showed at the Summer CES in Chicago. The Sega CD version is said to be almost identical to the cart, but features CD quality music tracks, sound effects and excellent cartoon-like intermissions. These screens are from a demo and may not appear in the final Sega CD version of Sonic 2.



SONIC 2 ON SEGA CD!



Sonic is also making a second appearance on the Game Gear. Now, you can bring Sonic's new adventure wherever you go. This second cart will feature more rings to collect, animal friends to rescue and different ways to play. Some of the levels feature Sonic hang gliding through the skies and others have him racing rail carts in underground tunnels. The game

play is much faster than the first and there are loops and springboards throughout the game's weird and wacky levels. Look for this hot cart during the Christmas shopping season!



THE FIRST 2 MEG GEAR CART!



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GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

WHAT DOES A GAME TO GET A DECENT M



The choice is simple. The choice is Sega. Genesis gives you more than 150 hit games, hot titles like Sonic™, The Hedgehog™, Kid Chameleon™, Dead Robinson Basketball™, Sports Talk Baseball™, Joe Montana II Sports Talk Football™, and the lowest price in 16-bit systems. Sega and Genesis are trademarks of Sega. Game titles are trademarks of Sega or its licensors. Joe Montana, characters, names and all related indicia are trademarks of Warner Bros. Inc. © 1989

YOU HAVE TO DO DEAL AROUND HERE?



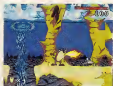
Welcome to Taz-Mania™, home of the hit cartoon series. Now, it's the hottest new game on Sega™ Genesis™.

And lots of your favorite characters are there. Like Taz. Bull Gator. The Bush Rats. Francis X. Bushlad. And Axl.

Our hero, Taz, is always hungry.

But in this game, his dinner's been hidden way across the island. And you have to take him for a spin to find it.

Just be warned. Play Taz-Mania once, and you'll always be hungry for more.



Munch a hot pepper and Taz can really burn up his enemies.



Taz explodes through 17 levels of high-energy adventure.



Taz grows and fuses—and whirls into a Taz tornado.



Signs like this mean Taz is in big trouble.



Leading the 16-bit revolution.™

CIRCLE #107 ON READER SERVICE CARD.

MUTATED FUN!

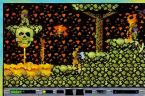
In the near future, a nuclear holocaust rips across the face of the Earth. Now, man is thrown into a time of hardships, where the strong live and the weak die. This is the story of the Ex-Mutants!

Sluggo has kidnapped your comrades and you must save them! Choose from Ackroyd or Shannon and set out on a mission unlike anything before - a mission of mercy.

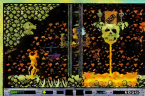
FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SAGE'S CREATION	GENESIS	HARD	2ND HALF
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	8	ACTION	30%

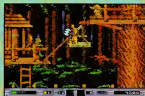
EX-MUTANTS™



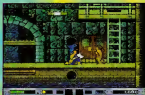
These underground moles are both blind and stupid! However, they like to throw rocks for fun!



Crack open the boxes to find new weapons or health re-generators! That lava looks pretty hot!



Stage two is set high in the trees, where gnomes and trolls attack from every angle!



The sewer woman wields a mace that can knock you senseless! Use low swings to polish her off!



Egads! It looks as if the nursery fed this baby some 'roids! He will try to step on you, so look out!



Wow! This dude looks like a human, but when you hack off his head he reveals his true form!



1-UP
Increases your lives.



Money Bag
Worth 2500 points.



Extend
Increases your H.P.'s



Heart
Fills your life gauge to max.



Grenades
Explode on contact.



Charges
Blow up when time expires.



Bouncers
Explode when they stop.



Mines
Explode when walked on.



This is the starting point of your adventure. Professor Kildare will guide you in the right direction to finish this level. Ackroyd or Shannon are the only ones capable of rescuing your comrades and defeating Sluggo once and for all!

We Have Your Games At

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Super Famicom
July
Paradise
Prince of Persia
Fall of the House of Uruk
Moto Path
Cannon Fodder
Crisis Tactica
Auto-Offending
Super Flying Vikings
Turbo to Take
Pipe Dreams
Sunny 11 Circus
Ultimate Adventure
Play N' Go!
Elmer Fudd
Sphinx
Mystic
November 5
Sports Fun Show
Bugs
Big Eyes
F1 Super Driving
Lunar Probe
Rings
King of the Monarchs
Silver City Express
Sky Mission
Power Pro Baseball 2
Phoenix
Head Jack
Super Ultra Baseball 2
Sphinx
Simon Quest 2
Simon Quest 1
T1 Hunt



Mega Drive
Burger CD July
Number Storm FX
Dark Storm
Joltation Gern
Prince of Persia
Allegory of Love
Eye of the Dragon
All-American
Cobra
Candy July
Pac Dangerous
3 Spot Monaco GP
Bugs Bunny
Demolition
Thunderbolt IV
Thrills Tall
Red Blood High School
King Johnson
Cyber Alexander
Sonic 2
Sonic Front
Labyrinth
Judo
Shogun War
Cyberball Soccer
Top Gun
Pinhead 10 (SG)
4-Lax (CG)
Power Golf (CG)
Gems (CG) 1
High Wipers (CG)
Right Splitter (CG)
Mortal Kombat (CG)
Swordplay (CG)



PC Engine
July
Shogun War
Sonic 2
Form of Love (CG)
Swordplay (CG)
Sword Frontier (FC)
Yoshida
Kick Battle (SG)
Peg's Magic (CG)
Impetrial Force (CG)
Space Billy (SPL) (CG)
August
Power Legends 5
F1 Present 7 (CG)
Demolition Master (CG)
PC Games (FC)
Lunar (SG)
Baby Ace (CG)
Shine Wyal (SPL)
Big Blue (SG)
Labyrinth (CG)
Sphinx Kallim 2 (SPL)
Sword Frontier (FC)
Sword Frontier 2 (SPL)
Tomb Raider 2
Sonic (CG)
Sonic (CG)
Super Pro Baseball (CG)
Warrior (CG)
Sword Battle (CG)
Sword (CG)
Lunar (SPL) (CG)
Lunar (CG)
Sgtain 10



Genesis
November 5
Shine Wyal (SPL)
Big Blue (SG)
Labyrinth (CG)
Sphinx Kallim 2 (SPL)
Sword Frontier (FC)
Sword Frontier 2 (SPL)
Tomb Raider 2
Sonic (CG)
Sonic (CG)
Super Pro Baseball (CG)
Warrior (CG)
Sword Battle (CG)
Sword (CG)
Lunar (SPL) (CG)
Lunar (CG)
Sgtain 10



Super NES
July
Ultimate Fight 5
Mystic
Out of This World
Arcana
Bugs Bunny
PlayStation
Earth's Nightmares
George Forman Boxing
Zaxxon
MBA All Stars
F1 Hunt
Whitney of Paradise
Turbo to Take
Super Tony Azteca Football
Moto Path
Moon
Kenny Menace
November 5
Sports Fun Show
Bugs
Big Eyes
F1 Super Driving
Lunar Probe
Rings
King of the Monarchs
Silver City Express
Sky Mission
Power Pro Baseball 2
Phoenix
Head Jack
Super Ultra Baseball 2
Sphinx
Simon Quest 2
Simon Quest 1
T1 Hunt



Genesis
November 5
Shine Wyal (SPL)
Big Blue (SG)
Labyrinth (CG)
Sphinx Kallim 2 (SPL)
Sword Frontier (FC)
Sword Frontier 2 (SPL)
Tomb Raider 2
Sonic (CG)
Sonic (CG)
Super Pro Baseball (CG)
Warrior (CG)
Sword Battle (CG)
Sword (CG)
Lunar (SPL) (CG)
Lunar (CG)
Sgtain 10

Neo-Geo
November 5
Mega Comparison
King of the Monarchs 2
Moto Path
Swordplay
Swordplay
November 5
Sports Fun Show
Bugs
Big Eyes
F1 Super Driving
Lunar Probe
Rings
King of the Monarchs
Silver City Express
Sky Mission
Power Pro Baseball 2
Phoenix
Head Jack
Super Ultra Baseball 2
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Simon Quest 2
Simon Quest 1
T1 Hunt



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Lynx
July/August
Monkey
Flyin
5000
Mystic
Frigati Zee
Fly Flyer
Sling Shooter
Shackles of the Beast
November 5
Sports Fun Show
Bugs
Big Eyes
F1 Super Driving
Lunar Probe
Rings
King of the Monarchs
Silver City Express
Sky Mission
Power Pro Baseball 2
Phoenix
Head Jack
Super Ultra Baseball 2
Sphinx
Simon Quest 2
Simon Quest 1
T1 Hunt

Why Roast At The Block When You Can Heat Up At Kam?

Sega's Menacer Coming This Fall!

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COCHRANE DIZZY DEAN

LESLIE RIGGS BOB GIBSON DIZZY

LEFTY GOMEZ BILLY HERMAN

MILBURN VOYLES JOHNNY MIZE

JOE MORGAN BOB FOSTER

MATT RUTH TOM SPANGLER

WILIEB FARGELL JOE TORRE

BOB WAGNER RICHIE WILSON CY YOUNG BOB FOSTER

MATT RUTH BOB GIBSON STEVE GARLIN JOE TO CLEMENTE TY COBB MIKEY COCHRAN BOB GIBSON

BOB WAGNER WHITNEY WISNIVSKI TIMOTHY FOX BIL FREEMAN ALDO GERRIC BOB GIBSON LEFTY GOMEZ BILLY

HERMAN BOB FOSTER HARMON KILLEBREW WILLIE MAYS JOHNNY MIZE TOM SPANGLER

BOB WAGNER BROOKS ROBINSON EDDY ROUSH GAIL RUTH TOM SPANGLER WILIEB FARGELL

JOE TORRE BOB WAGNER BILLY BEAN ALVIN KARPIS BOB WAGNER

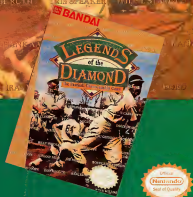
STEVE GARLIN ROBERTO CLEMENTE TY COBB MIKEY COCHRAN

BASEBALL'S GREATEST HEROES PLAY AGAIN!

Baseball's greatest all-stars come to life in *Legends of the Diamond*. You are the manager. You select which legendary greats will play on your team, and then you call the shots. Bring in a relief pitcher or a pinch hitter...call for a double steal...hit a home run...dive for a spectacular catch...slide into home! You control every play.

For every kid who ever looked to their sports heroes for inspiration, there have been countless legends of the diamond that rose to the task and made baseball the great game it was and still is today. Now with Bandai's *Legends of the Diamond*, the all-time greats of the game take the field once again!

This is no ordinary NES baseball game. *Legends of the Diamond* has the largest memory chip ever used in an NES baseball game. *Legends of the Diamond* uses this advanced chip to greatly enhance game play and graphics for the most realistic baseball action in Nintendo history!



A percentage of sales will be donated to the Baseball All-Star Team (B.A.T.). Bandai is a registered trademark of Bandai of America, Inc. Legends of the Diamond is a trademark of Bandai of America, Inc. ©1991 Bandai America, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

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Nintendo ENTERTAINMENT SYSTEM®

CIRCLE #119 ON READER SERVICE CARD.

ATTACK ME IF YOU DARE!

Street Fighter II hits the streets packed with the closest arcade-to-home translations ever seen. Here are some of the features of the home version, and some comparisons between it and the arcade.



All eight of the original World Warriors have been retained from the arcade hit with regular and special moves intact.



STREET FIGHTER II

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	SUPER NES	AVERAGE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	11	FIGHTING	100%

In the Option Mode you can customize the game to suit your needs. The level of difficulty for the computer can be adjusted from 0-7 and the time limit can be turned off. Because no two gamers were created equal there is a button configuration option. There is also a sound and music test which can be listened to in stereo or mono.



In the versus mode, you can choose from all the stages and also select different handicaps.

ALL THE STAGES ARE INTACT!!!

A classic match-up between Ryu and Ken. The parallax scrolling on the floor is smooth throughout; however, the clouds do not parallax scroll like in the arcade. The signs break when you throw your opponent into them, just like the arcade version.



Here you can see Honda keeping Ken away with a lightning hand special attack. This stage has remained the same as the arcade, except the water does not overflow from the bath during the game. Instead, you will see the water drip from the ceiling onto the ground.

Blanka's stage is still one of the most graphically intense levels in the game. All the background animation is the same, although a few of the spectators are missing in this version and the people in the house do not animate. Blanka is countering Ken's dragon punch with a shock.



Ken and Ryu battle it out once again, this time on Ken's home turf. The classic harbor scene has been translated almost perfectly, lacking only the wave action in the water and some animation in the characters. The barrels can be broken by throwing your opponent into them.



Mister Special Forces himself is back. That's right, Guile is here and he's tougher than ever. His level remains unchanged. However, one major thing we noticed is that the well-known handcuff and freeze tricks do not work on this version.



Zangief dodges Ken's fireball and gives him a nice wake-up call with his right fist. His level remains almost entirely the same, except for some minute detail and animation associated with the rowdy group of spectators. He can be a pretty tough customer, so stay on your toes!



On to China, where Chun Li awaits. In the market scene, you will come face-to-face with the strongest woman in the world (or so she says). This cart provides great animation of the background characters, especially the people on the bikes. Amazingly, there is no slowdown!



Dhalsim's stage in India has to be the most animated level in the arcade, and it is in the home version as well. This stage did suffer the loss of two elephants (probably due to slowdown) - now, only four elephants are seen. Also, the elephants don't make any noise.

TO BE CONTINUED NEXT ISSUE...

SPACE MEGAFORCE



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TOHO	SUPER NES	AVERAGE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	12	SHOOTER	95%

MEGA-CHALLENGE!

Space Megaforce for the Super NES has to be one of the most intense shooters to appear for any system. This action-packed game

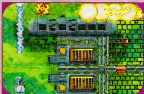
has twelve intense levels! Most shooters only have about six. In addition to all those levels, there are also eight weapons and six power levels for each weapon. If your weapon is powered-up and you are

hit by an enemy, you will not die. You'll just lose the power level of the weapon! Your ship also has a super bomb capability that destroys all the enemies on the screen. Are you up to the mega-challenge of a lifetime?

MEGA-LEVELS!

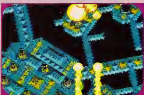
LEVEL ONE

Level one is just an example of things to come from this shooter. Space Megaforce uses the Super Nintendo's scaling and rotating capabilities to the max, with absolutely no slowdown. Talk about intense action!



LEVEL TWO

Level two gives a whole new perspective on scaling and rotation via Super NES's mode 7. The entire space station in background of this level will scale and rotate towards you as you continue fighting! These effects really are incredible!



LEVEL THREE

Level three is the first short level of the game, meaning that there is no boss at the end - just a mini-boss. These levels are just a transition between the larger levels, but don't let that fool you! They can be just as deadly.





LEVEL FOUR

If this level doesn't make you sick, nothing will. The entire background seems liquefied as it sways back and forth, utilizing a wave scrolling capability unique only to the Super Nes. This could be one of the best levels in the game!



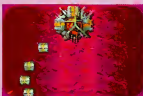
LEVEL FIVE

Patience is a virtue, and you must have plenty of it in level five. You must be cautious here, because this level is not an easy, straight line, but an intricate pattern of rock formations. In certain areas, you must wait for the rocks to be cleared out.



LEVEL SIX

Level six is the second of the short levels. Here, the object is to simply destroy everything in sight! You'll score huge points if you accomplish this. There are also plenty of power-up items and free guys hidden in this level.



MEGA-WEAPONS!



MARVEL BEAM



ALL-DIRECTIONAL BEAM



SPREAD BEAM



LASER BEAM



MISSILE BEAM



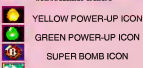
CRACKLER BEAM



CIRCLE SHIELD



CIRCLE SHIELD



YELLOW POWER-UP ICON

GREEN POWER-UP ICON

SUPER BOMB ICON

EXTRA LIFE ICON

SUPER STAR WARS™

"Use the Force, Luke!"

Fifteen years ago (yes, fifteen!) we watched the adventures of Luke Skywalker, who, after receiving a distress call from a beautiful princess, was catapulted into an adventure of almost mythic proportions.

After more than a decade, we are still enthralled with the Star Wars saga. LucasArts' Super Star Wars® mirrors the fascination that is still present whenever we see the movies. This is a game that plays like a movie!

Super Star Wars® makes abundant use of the SNES's Mode 7 capabilities, with plenty of scaling and rotation - the effects of which will definitely make you dizzy!

The game play is flawless. Luke can use a variety of moves such as jumps, flips and various fighting attacks. You can use Luke's blaster to get him out of some sticky situations. Of course, he can also use his light saber!

Luke encounters many strange creatures in his quest to rid the galaxy of the evil Empire. In addition, there are bosses at the end of each level that are guaranteed to reduce your life expectancy!

Look for Super Star Wars® by LucasArts Games. Fight hard, and "may the Force be with you!"



Get into the cockpit of your very own X-Wing and save the galaxy from the threat of the Empire!



Your main adversaries are the stormtroopers, who are highly trained and very dangerous.



Inside the Death Star, you must be on guard against attacks by the Empire's stormtroopers.



Incredible Mode 7 scaling and rotation effects abound when you go for a ride in your landspeeder!



While in the trash compactor, be wary of attacks by trash monsters that feed on the Empire's garbage!



Smash your way through the stormtroopers on Luke's home planet. Use your blaster to make galactic soup out of them!

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
LUCAS ARTS	SUPER NES	AVERAGE	4th QTR
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	50%



Try not to fall from this platform within the Death Star. If you make one wrong move, you are dead!



Outside the Cantina, you must fight a fierce battle. Try to use your timing to cover your front and your back!



Use your light saber to slice your way to safety. The power meter displays Luke's available life.



Luke is sent to work on his uncle's condensers, but he dreams of adventure and excitement.



Watch your back when walking the streets of Luke's hometown. The bad guys are everywhere!



Incredible bosses like this Troop Carrier await you at the end of each level. Move fast and shoot at it's vulnerable spot.



This Hangar Boss is one tough cookie! Nail it as many times as possible with your blaster.



Use the Force to do incredible acts of agility and strength. Luke can now flip over his enemies!



ZAP! There's one less stormtrooper to worry about! Awesome graphics and sounds make this cart a real winner!



You will get goose bumps when you fly your X-Wing through the trenches of the Death Star! The scaling is smooth and fluid.



Big, mechanized droids try to put an end to Luke's quest. Use the Force to conquer them!



This cart's use of Mode 7 will knock you for a loop! The X-Wing scenes are flawless and give you the sensation of actually flying around the Death Star and dodging Tie Fighters. When you ride your landspeeder, the rotation and scaling will give you motion sickness! Total realism, for total playability!



IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY?!



YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS IN FIGHTING SIMULATOR. CHOOSE ONE OR TWO PEOPLE CARTRIDGE IN THE FIGHTING ACTION GAME MODE. IN ANY FEATURES ON THE SIDE INCLUDING A CUSTOM WRESTLING SAUCERS ARE AVAILABLE.



GAME 1

THE HEROES IN STREET FIGHTING GOT TOGETHER IN THE GAME BOY!

THERE ARE 7 DIFFERENT CONTACT SPORTS TO CHOOSE FROM IN THIS GAME PACK, INCLUDING KUNG-FU, WRESTLING, AND BOXING. CHOOSE YOUR FAVORITE SPORT AND PLAY FOR THE WORLD CHAMPIONSHIP BY USING THE GAME LINK FEATURE. YOU CAN ENJOY A VS TOURNAMENT WITH YOUR FRIENDS. FIERCE FIGHTS FOR THE TITLE OF THE STRONGEST IN THE WORLD BEGIN NOW!



GAME 2

LOTS OF HEROIC ACTION!

NEEDS A FIGHTING SIMULATOR MODE. THERE IS A SCROLL ACTION GAME. TOO OUR SUPERHERO RICK, FIGHTS AGAINST A MYSTERY ENEMY, THE DARK DRAGON. FIGHT THROUGH THE NUMEROUS FORMIDABLE ENEMIES AND TRAPS AND GET THE LEGENDARY TREASURE BACK FROM EVIL'S HAND.



- | | |
|--------------------------|---|
| MODE----- | ACTION MODE, ONE PLAYER MODE, TWO PLAYER MODE |
| OF GAME PLAYERS----- | UP TO TWO PEOPLE |
| OPERATION LEVELS----- | STANDARD, MASTER |
| COMPUTER LEVELS----- | BEGINNER, MEDIUM, EXPERT |
| AVAILABLE SPORTS----- | KUNG-FU, KARATE, KICK BOXING, MARTIAL ARTS, BOXING, WRESTLING, DOUBLE SWORNSHIPSHIP |
| CHARACTERS----- | 7 DIFFERENT CHARACTERS TO CHOOSE FROM |
| SKILLS----- | AS MANY AS 76 DIFFERENT SKILLS IN ALL |
| CHOOSING THE SKILLS----- | YOU CAN CHOOSE THE SKILLS YOU WANT TO USE. |
- YOU CAN CHOOSE EITHER A SINGLE MATCH OR THREE MATCH GAMES.



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MEAN GREEN FIGHTING MACHINES

As promised, EGM is staying on top of the development of the new S-NES toads game. EGM gets another exclusive preview of the newest levels in this Tradewest super soft, and they look hot! All your favorite amphibious characters are present and accounted for, only this time Zitz has been kidnapped by the Evil Dark Queen. She will stop at nothing to get rid of the toad twosome, Pimple and Rash! It is up to these two powerhouses to wade through the Dark Queen's dominions (those dirty fat pigs!) and rescue poor, innocent Zitz.

The guys at Tradewest have given you a variety of special power moves including the hammer hit, ram slam, super jump, big chop and the big boot! Just because you have the greatest fighting techniques known to frog, do not think that this will be a cakewalk - it is darn tough!

Battle Toads is and always will be a classic. As new levels are finished by the programmers at Rare you can bet that you'll see them here first!



SUPER BATTLETOADS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	25%



Look out for the pigs with battle axes! The best way to deal with these guys is harshly and quickly!



Did the statue come to life or was it just my imagination? Well, no time to wonder about it now!



You'll have to stay light on your webbed feet if you plan to be a big toad in this pond!



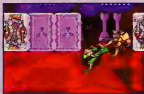
A charging shoulder block to the head! Take that, you dirty pig! Now, run away quickly!



Down the hole on the hover platforms, you will see many nasty creatures - even dragons!



Be careful! Do not get blown into the spikes on the wall. This game is FANTastic!



Okay, it's true. You can fight each other as well. A big foot to the face should make you the boss!



Do not back down. Retaliate with a big, wet, frog slap in the kisser! Now who's in charge?

HELPFUL TIPS
AND STRATEGIES!

SUPER NES, NES, AND GAME BOY TITLES INSIDE!

ACTION PACKED!

AWESOME NEW TITLES
FOR 16-BIT AND 8-BIT
FROM SONY IMAGESOFT!

REDISCOVER YOUR PAST
IN HOOK FOR SUPER NES!

FEATURING:

- HOOK
- CHUCK ROCK
- SMART BALL
- EQUINOX
- EXTRA INNINGS
- HUDSON HAWK



SUPER NES HOOK!



Hook

TM



Who is Pan?

Peter Banning has no memory of his childhood, despite the grand adventures he enjoyed. One night, Peter was visiting his stepmother Wendy with his children. The children asked about Pan, the mysterious boy who Grandma Wendy insists was real. Peter denied the story and his destiny...

That night, a crash echoed through the house! When Peter went to investigate, his children were gone! A twinkling light at the window proved to be Tink, a.k.a. Tinkerbell, a pixie girl of his childhood. She gathered up Peter and explained how Captain Hook had taken his children. Peter had stumbled onto the lost memories of years past and the greatest adventure of his life.

As the Pan, you must reclaim your position as the leader of the Lost Boys. Rufio has led the Lost Boys

for years, and will fight you to prove your unworthiness. If you win, you get the Golden Pan Sword, plus a long range attack. Unfortunately, after being hurt, Pan loses the sword until he can find it later.

On the Super NES, Hook takes on a life of its own based on the hit movie. You'll encounter numerous



Peter Banning comforts his children before the kidnapping.

pirates fighting with conventional weapons like arrows and swords, but you will also face the elusive balloon pirates as well. Along the way, Tinkerbell will appear to shower you in Pixie Dust, the only way Peter can fly now that he is older.

Peter Pan is out of shape, but his spirit is just as strong as ever. Accompanied by powerful 16-bit orchestrated sounds, Super NES Hook really gives you the feeling of playing the movie. You must travel all throughout Neverland in your quest to save your children, and along the way you must pick up the invaluable items to help you against the most evil man around, Captain Hook.

One handy tip is to immediately look for the 1up loops scattered throughout the game. A 3up lies near the end of Level One, so you can quickly stock up on lives. Keep an eye out for these! Good luck!!



STARRING THE NEVERLAND CAST!



PETER PAN

As Pan, you must rescue your children from Hook.



RUFIO

Rufio led the Lost Boys in Pan's absence. He's after you!



LOST BOYS

These boys are out to test your abilities as the Pan.



TINK

Tink believes in you, and she carries Pixie dust.



PIRATES

Pirates are under orders to stop Pan at any cost.



HOOK

Hook has your kids, plus a few surprises up his sleeve.

NEVERLAND



POWERFUL ITEMS FOR THE TAKING!



SWORD

A long range weapon.



CHERRY

Revives a little of your life.



APPLE

Revives all of your life.



LEAF

Adds to your life meter.



DUST

Keeps you flying high.



TUP

An extra turn for Pan.



TIARA

Worth only 100 points.



RING

Worth only 500 points.



NECKLACE

Worth 1000 points.



CROWN

Worth 10,000 points.



Learn to use Pan's long jump by holding down the Y button. You will save pixie dust this way.



If you see Tinkerbell, stock up on pixie dust. She will be on hand for the times you need to fly high.



The 3up is hidden in a spiked cavern near Rufio. If you are a skilled flier, you can reach it.

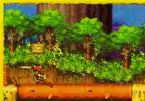
the NEVERTREE

The Nevertree is the home and haven for the group of young known as the Lost Boys. As Peter Pan, you too had frolicked in its safe limbs. Now, however, you are grown up, and the Lost do not believe who you are. They decide to put you to the test: you must battle your way to Rufio, and fight for the Golden Pan Sword!

Rufio is a skilled fighter and truly deserves the mantle of leader, but you are the Pan, and no one can defeat you! Besides, you need Rufio's help and respect if you want to save your children, Maggie and Jack. Look for the 3up loop near the end of the level. Stock up on lives before you head on to fight Rufio for the sword. Here's a clue, you can only reach the 3up with Tinkerbell's pixie dust for flight...



Rufio will stop at nothing to defeat you. You only need to jump when he charges and then...



...quickly turn around while Rufio gets his bearings straight looking for you, then finally...



...strike him with all your heart! The sword will surely be yours. Repeat this two more times.



NEVERLAND FOREST

Did you stock up on lives first? You should hope so when you travel this forest level. The forest is patrolled by pirates from start to finish. They won't leave their posts, though, so you can avoid most of the dangerous spots. If you get caught between arrow-toting pirates, don't worry! You can slash the arrows right out of the air if you are fast enough. Your biggest threat will be the numerous bee hives, bats, and bottomless pits.

If you do decide to take a dangerous route through the forest, you can recover life by defeating certain pirates. Some pirates even carry 1ups! Always look for cherries and apples as you travel, and, most importantly, search for the Life Leaves. You must have them all to defeat Captain James Hook!



A Leaf is hidden near the beginning of the Neverland Forest. Climb the tree limbs and go back.



Holy cow! The trees are alive! The pirates of the forest have set a grand trap for Pan. Be on alert.



As the acorns fall, prepare for the boxing gloves to appear from most of the knot holes.



If you can find the pirate controlling the gloves and hit him, you will be free to continue on.



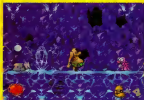
Now that you have your Golden Sword, attack from a distance and a ball of stars will shoot forth.



Beware of the bee hives scattered everywhere. If you disturb the bees, they will hunt you down.



CHUCK ROCK



The belly-bash technique requires a lot of timing or you'll miss and be trounced! Chuck's range isn't very good, but he can pack quite a wallop this way!



Chuck's favorite technique is rock-tossing. This is a long range attack, and can be particularly deadly to prehistoric animals. They also set off traps!



Chuck really doesn't like to swim because of its similarity to bathing. Still, Ophelia is his woman, and there is nothing Chuck won't do to save her!



Chuck never learned what odor-eaters were, so his jump kick is feared throughout the land. One quick swipe of his deadly digits is enough to knock most foes out!

ROCK -N- ROLL!

Chuck isn't your ordinary run-of-the-mill caveman. He has a beautiful wife named Ophelia, who loves to do nothing more than her usual boring chores. Gary Gritter is a pebble-chewing, wife-snatching caveman, and one day, he kidnapped Ophelia! Meanwhile, Chuck was busy watching television. Once he noticed Ophelia's disappearance, Chuck made a quick search for some clues. With nothing but his beer-belly bash, rock-tossing torso, and his deadly size 14 feet (phew!), Chuck set out for the greatest adventure of his life.

As Chuck, you get to follow the humorous happenings of the most unorthodox hero ever! Chuck can do many things like walk, jump, swim, pick up and throw rocks, belly-bash enemies, and use a powerful jumping odor kick. Throughout all 25 dangerous areas, Chuck will be faced with entertaining puzzles and traps. Just how do you use that boulder sitting over there? Is it really safe to walk underneath a large dinosaur? Prepare to find out! Only Chuck Rock can save Ophelia!

THESE WACKY ANIMALS ARE HERE TO HELP YOU!



**ALLIGATOR
CATAPULT**



**SNAKE
BRIDGE**



**FROG
SPRING**



**MASTODON
SHOOTER**



**TUSK
ELEVATOR**



In Chuck Rock, not only do you get to play a challenging quest, you get to view the most hilarious animations ever in a video game! Chuck yawns, scratches, and gets scared white! His eyes bug out, he swims like a dog, and even his ghost will have you rolling in your seat! Also, keep a close eye on the background and enemy characters. They all have a special life of their own, complete with the best 16-bit can offer. One word of warning, though; don't judge a creature by its size!



Level One is the perfect place to practice all of your hardest techniques. Becoming an accurate rock-tosser and belly-basher is the key to success. The dinosaur waiting at the end of Level One will simply charge back and forth. The left ledge is a place of safety, so toss the rock from it.



Level Two has a few more obstacles to overcome, but the principles from Level One still apply here. Avoid the boogie men hidden under certain dirt piles. You cannot destroy them, so just take care to run past them. Look for a rolled up snake and try tossing a rock on it!



Level Three is far more dangerous than Level Two just because of the water everywhere. Traveling can be difficult if you don't learn the basics of grabbing a breath now and then. The sea dino at the end tosses out enemies and acidic bubbles while you try to kick its face!



Equinox™

**Coming Soon
For Your
Super NES!!!**

SORCERY!

Shadax, the great wizard of Solstice, had defeated Melkior five years ago, and ever since, Galadonia prospered in peace. Glendaal, the son of Shadax and Princess Elanor, did not appear to possess any qualities of a great wizard. Thus, Shadax left Galadonia to tutor a young girl from the north with strong magical powers. Glendaal continued his studies hoping that he would become a master magician.

One evening, Glendaal was staring out at the evening skies when a massive magical storm rolled in from the north of such magnitude that it rivaled Melkior's evil power. The next morning, Glendaal awoke to a horrible sight: the entire town had been transformed into rubble, and the villagers mutated into zombies and demons! Fearing the worst, Glendaal set out to search for his father...

Equinox is a 3-dimensional game that takes the player through eight intense dungeons filled with traps, money, monsters, and items. As the player progresses, he can learn new spells, pick up new weapons, and increase his stamina. Equinox involves two main areas: the overworld and the dungeon perspective. In the overworld, you can rotate the map and move forward to the area you wish to travel. In the dungeon scenes, you must move from room to room, searching for the mystical tokens that will let you finish the level. All perspectives are in 3-D, with brilliant colors and sharp graphics. Add the digital soundtrack, and you've got a game that can blast past the rest!



The overworld map is large and filled with danger. Select your options and proceed into the quest with earnest.



Once in the overworld, creatures will attack you from wells, clouds, and other strange places. Wander until you find the dungeon.



The overworld rotates as you push left or right. Utilizing the awesome Super NES Mode 7, this is realism at its best.



By using the jump button, you will be able to cross small rivers and avoid certain monsters in the overworld. Be careful!





The first dungeon is filled with ghosts. Knock them out with a few well-timed hits and move on to the next room.



The search for the mystical tokens is an ongoing quest in each dungeon. Without them, you cannot fight the level boss.



Your main enemy throughout the game will be numerous spikes surrounding the most delicate areas of a dungeon.



The second dungeon is a labyrinth loaded with enemies and traps galore! Your search for the tokens is a tough task indeed.



The wind demons in the third dungeon will charge at you if you leap down to their level. Avoid them at all costs!



The flooded dungeon gives you increased jumping power, but that can be a hindrance if you don't watch where you leap.



SMARTBALL™



Pushing up on the control will make Jerry stretch up. Jerry can hit enemies above him this way.



By pushing down, Jerry will flatten, knocking any critters to the side and avoiding high attacks.



HE'S NO DUMMY!

Jerry was a fine young prince in the land of Kyliria, a place of peace and prosperity. His father, King Goeffrey, will soon pass the crown to Jerry, but his younger brother Tom is jealous. Tom hires the Black Wizard to place a curse on Jerry and steal his new bride, Wendy. Now Jerry is trapped in the form of a small blue ball, with nothing left of his humanity except his intelligence.

In this grand Super NES adventure, you play the part of Jerry, a smart ball capable of many things. In this form, Jerry can move, stretch, flatten, jump, swim, collect objects, throw balls, and climb steep walls and ceilings. Along the way, Jerry can find seeds to create a vine that will take Jerry to new and exciting heights. Throughout the game, Jerry will only be able to access certain areas by squeezing down narrow pipes. By utilizing these passageways and all of the formidable power ups scattered here and there, Jerry might just be able to rescue Wendy and defeat the Black Wizard!

Some of the special items in Smart Ball are found in hard to reach places. Sometimes a seed or ledge is needed to jump to an important item. Most items, like life containers and red balls, are found in the Eternal Flowers. These plants are the key to Jerry's quest! Play ball!



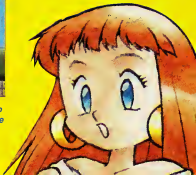
Jerry can squeeze down pipes to check out new areas inaccessible to normal humans. Many items are probably hidden here.



The red balls are found mainly in the Eternal Flowers and can be thrown at distant enemies.



When Jerry's life is full, the red balls turn into bombs that can really send foes flying!





The most important skill to learn is climbing! By holding down the X or Y button, Jerry will run fast and stick to any walls he comes in contact with. This includes ceilings, too! It may be better to leave these buttons held at all times.



Stage 1-1 is really simple, and should be used to test Jerry's new powers. Collect the red balls.



Stage 1-2 is the place where you encounter your first boss. Duck low and use the flatten technique.



If Jerry needs a quick supply of lives, he can look for the letters that spell J-E-R-R-Y in order. This will give Jerry two free lives. If you don't collect them in order Jerry will only receive one free life. Find them all!



Stage 2-1 is a large pipe maze filled with mice and flames! Take it slow and easy to finish.



In Stage 2-2, you will fight against a flock of birds and fish. Use the Iron Ball to knock them cold.



EXTRAINNINGS™



BATTER UP!

For the past ten years, game companies have been attempting to make the dream baseball game of the decade, but somehow, each title has fallen short of the mark. Now, with the highly advanced 16-bit technology at their fingertips, Sony Imagesoft has created the ultimate baseball simulator, Extra Innings for the Super Nintendo Entertainment System! This powerhouse baseball game incorporates a full range of 12 standard teams, plus two that you can create yourself! Every player has real statistics that affect the way he plays on offense and defense. Some players are outright power-hit-



Pick from the three stadiums with different shapes and sizes!

ters, some are base-stealers, others are all-around players who can't seem to do anything wrong.

Extra Innings has the largest number of options available for a baseball game. You can choose from three fields: the Air Dome, a stadium with high winds; the Midsized Park, a smaller stadium known for the number of homeruns it surrenders; and the Huge Stadium, a large stadium where fielding is the key to victory. Your players are divided into three groups: Starters, Bench, and Farm. Farm players cannot play during the game, but they can be moved to the bench for other games. Pick your starters carefully from the Starters and Bench. The player condition



Don't lead off too far, or you will be picked off by a quick pitcher!



The forkball is extremely hard to hit, but it wears pitchers down.



Smack a home run, and you will be greeted by your adoring fans.

symbols tell the story about a player's playability.

When you are on the field, your options are still numerous. On defense, you can make diving and jumping catches, throw 5 different pitches, pick off base runners, and substitute players. On offense, you can hit, bunt, steal a base, hold base runners, lead off, and select a pinch hitter! One interesting option for the defense is to make the pitcher wipe his brow. This normally signifies a tired pitcher, but can be done manually to fool the batter. Few baseball games have any strategy involved, but this type of flexibility will certainly drive many games into Extra Innings!



The outfield can be set to automatic play for better fielding.



After hitting the ball, you will switch to the overhead view.



Los Angeles Surfers

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
After	L	5	8	7				GRADE
North	R	7	7	15				
Reese	R	6	10	9				
Reiser	R	5	10	8				
Schick	R	6	15	15				
Schuck	R	6	15	10				
Roser	R	6	15	9				
Shapiro	R	10	9	10				
Outchak	L	5	7	7				
Shy	R	5	10	8				
Phorn	R	5	8	9				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Cooley	RO	92	75	12	4	8		
Grady	RO	92	73	10	6	4		
Milly	RO	93	86	8	5	5		
Holba	LO	95	65	4	12	6		
Jones	RO	91	59	12	4	6		
Phibbs	SS	91	55	8	8	10		
Guffy	RO	95	30	4	8	10		
Wickens	SS	84	22	10	6	8		



Pittsburgh Metals

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Sody	R	9	12	9				GRADE
Nyler	R	8	6	11				
Nault	R	5	13	8				
Devile	L	8	15	8				
Gore	R	5	10	9				
Katz	R	7	10	7				
Kunkel	R	5	9	8				
Worley	R	5	9	8				
Wymen	R	5	10	9				
Tanzer	L	5	7	7				
Chadwick	L	9	10	9				
Edwards	L	5	9	7				
Devost	L	8	7	9				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Bezzano	L	5	8	11				
Beck	R	5	8	8				
Dance	R	6	8	10				
Hewer	R	5	8	5				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Roch	RO	92	69	12	6	5		
McInnes	RO	88	75	8	10	8		
Malawa	RO	87	54	8	4	10		
Quay	LO	87	63	8	8	6		
Seaward	SS	85	30	12	6	8		
Outlaw	RO	87	33	6	8	6		
Eaton	SS	84	34	4	12	4		
Delmatz	LO	85	19	6	12	6		



Oakland Bees

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Kotvick	L	8	9	13				GRADE
Rickel	R	9	9	9				
Kanaska	R	9	15	7				
Gregson	LO	10	13	7				
Castro	L	13	11	8				
Valera	L	9	8	8				
Neraz	R	9	13	8				
Holt	R	7	11	8				
Beck	R	6	7	7				
Harzo	R	5	9	7				
Mikasa	R	6	8	10				
Wang	R	5	8	13				
Wang	R	7	8	8				
Shert	R	7	8	8				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
DeShazo	SS	90	83	12	8	6		
Isola	RO	91	51	5	10	6		
Tracy	LO	90	56	10	6	6		
Doyle	RO	94	47	4	12	12		
Mogel	RO	91	47	10	4	8		
Guajarin	RO	92	60	6	8	8		
Rubin	RO	90	20	7	6	12		
Moore	LO	88	22	10	4	8		



Toronto Condors

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Wright	L	10	10	13				GRADE
Trot	R	10	8	9				
Urepaue	L	13	15	7				
Cartwright	R	9	15	7				
Ribe	R	7	13	7				
Kahn	R	9	14	8				
Fazio	L	8	10	9				
Bebe	R	5	9	7				
Bell	B	5	7	13				
Auto	R	5	9	10				
Beck	R	5	10	10				
Orsly	L	5	8	7				
Gels	R	5	8	7				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Nagging	RO	87	70	12	4	4		
Adams	LO	90	56	10	6	10		
Friedman	LO	87	58	10	10	10		
Duckert	RO	87	27	4	4	4		
Tyell	RO	88	61	6	8	8		
Whizart	RO	96	28	3	3	2		
Niek	RO	92	25	6	8	8		
Pipe	RO	90	60	6	10	10		



Atlanta Valiants

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Lack	R	8	13	15				GRADE
North	R	6	7	10				
Marshall	R	11	9	7				
Sherman	R	7	15	6				
Elio	L	9	15	9				
Hobill	R	8	10	9				
Lazo	L	5	8	11				
Tidder	R	5	8	7				
Fine	L	10	9	11				
Wood	R	5	8	9				
Howell	R	6	11	9				
Boeddy	R	6	8	10				
Conrad	L	13	8	8				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Wendy	LO	84	70	4	9	12		
Eisenberg	RO	89	73	10	4	6		
Lehrer	LO	84	63	8	6	10		
Rosary	RO	84	3	8	10	8		
Walt	LO	84	17	8	8	8		
Swan	RO	96	35	6	6	10		
Herman	RO	88	20	8	6	8		
Maria	SS	85	53	10	6	4		



New York Stocks

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Hama	B	14	7	15				GRADE
Grand	R	7	9	9				
Wilkins	L	5	13	12				
Alvan	R	11	8	10				
Saxe	L	9	8	8				
Wiley	R	7	12	8				
Ricky	R	5	8	8				
Wick	L	5	7	9				
Blair	R	7	7	7				
Hick	R	7	7	7				
Stout	R	5	8	7				
Wauson	R	7	9	8				
Koon	R	5	7	8				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Berge	R	5	7	12				
Stankard	L	5	7	8				
Pulis	L	5	6	10				
Jones	R	5	8	5				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Aron	RO	90	51	8	3	8		
Rosoff	RO	87	56	8	10	8		
Starn	RO	87	57	10	8	8		
Wills	R	10	5	13	5	5		
Low	SS	87	65	10	8	7		
Reys	LO	85	49	8	10	4		
DeMars	RO	88	49	8	10	4		
Fowler	RO	88	27	6	12	2		



Minnesota Triplets

Batters		NAME		BOX	BAT	PWR	SKL	GRADE	
NAME	BOX	BAT	PWR	SKL					
Yacht	L	6	7	12				GRADE	
Kellog	R	7	11	6					
Preston	L	14	7	7					
Miler	R	5	9	8					
Pitches									
NAME	BOX	BAT	PWR	SKL	GRADE				
Wells	RO	90	54	10	8	7			
Nitzsche	LO	90	51	11	7	5			
Lang	RO	90	71	8	9	9			
Santen	RO	87	58	10	8	7			
Grand	RO	87	36	7	8	6			
Tate	LO	92	46	4	12	10			
Dewly	RO	90	46	7	6	3			
Fauld	RO	93	15	7	4	12			



Boston Bunkers

Batters		NAME		BOX	BAT	PWR	SKL	GRADE
NAME	BOX	BAT	PWR	SKL				
Eudel	L	8	9	10				GRADE
Antebis	R	6	8	14				
Acinivas	B	10	8	7				
Capriccio	R	11	14	10				
Ca'Vino	L	10	15	13				
Galileo	L	3	11	7				
Scuder	R	11	8	7				
Bayle	R	5	7	7				
Nelson	R	5	8	8				
Vale	L	5	10	6				
Amper	R	5	7	7				
One	R	7	7	7				
Dacks	B	5	8	10				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Phelan	R	5	10	7				
Mindel	R	10	8	10				
Phelan	L	5	10	6				
Phelan	R	8	9	5				
Pitches								
NAME	BOX	BAT	PWR	SKL	GRADE			
Hark	RO	91	76	8	5	5		
Phelan	SS	86	72	12	7	5		

Hook™



Beware of the dragon inhabiting the infamous Ghost Mine!



The Nevertree is a safe haven for the Lost Boys, but they don't believe that Peter is their leader, the Pan. Shoot baskets for extra points and gather cherries strewn throughout the tree limbs and huts. The Lost Boys have arrows, so beware of long-range attacks!

HOOK ON THE FLY!

Now you can relive Peter Pan's grown up adventure portable style! Styled after the Nintendo Entertainment System version, Hook is perfect on the Game Boy. Search throughout Neverland for the items and clues necessary for Peter to defeat Captain Hook and rescue his children. Your old friend Tinkerbell is still around, ready to give advice and

help whenever she is needed. Find a thimble, and she will take some enemies for you. Grab some marbles, and you can stay aloft when you run into pixie dust. If you meet up with Rufio, the current leader of the Lost Boys, you can challenge him to a fight for the Golden Sword, your only hope to

SAVE THE CHILDREN!

After a final farewell to Neverland, Peter Pan has grown up and had children of his own. Captain Hook, however, still hates Peter and wants his revenge; thus, he kidnaps Peter's children and awaits Peter's arrival in Neverland. Can Peter remember his days as the Pan? Will he be able to rescue his children?

Now you can help Peter save his children on the Nintendo Entertainment System! Search through forests, caves, villages, lakes, and the fateful Nevertree for clues and items to help Peter emerge victorious. Always be on the look out for pixie dust for the power of flight, grab thimbles so that Tinkerbell will help you in the fight, and marbles to maintain those happy thoughts!

No sooner said than done, Peter is once again deep into his wildest adventure yet! This time, however, will it be Captain Hook who has the last laugh?

defeating Captain Hook and his pirates! Think happy thoughts!



The monkeys in the forests throw banana peels to slip up Peter Pan.



Don't let the pirates corner you in the lagoons. Their swords hurt!



SPECIAL TREASURE!
Receive a **FREE Hook soundtrack cassette** when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME and HOOK VIDEO MOVIE.**

To get your free Hook cassette mail in the Universal Product Code (UPC) from the package of any Hook video game, and the Universal Product Code (UPC) from the Hook video movie, along with your name and address and \$1.00 for postage and handling to:

13008 Brentwood Office, P.O. Box 1906
Young, Louisiana, NM 55075-1906

GET HOOKED!

You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go. Suddenly Hook spots you and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to

the mast. As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment. Hook, the video game. Multiple levels of incredible excitement. Fantastic graphics. Available now for NES and GameBoy. Get Hook. Before Hook gets you!



The most infamous pirate of them all



Walking the plank



LICENSED FOR PLAY BY



SONY



HOT

PROPERTY

**At Last!
Get these
supercarts at your
favorite store.**

Dragon Warrior III:

Your quest for the premier RPG ends where the Legend of Erdrick begins. The long-awaited Episode Three features a choice of partners, weapons and spells enough to make even Merlin the Magician work up a sweat. Try your hand at the RPG that shook Japan.

ActRaiser:

The game that's topped the charts for Super NES. You are the master. Direct your angel to form civilization as you know it while battling a bevy of bogus beasts. Rated best 1991 video game for action, strategy and music.

DRAGON WARRIOR III

THE BEST ADDRESS
RPG
ROLE-PLAYING GAME

I-N-C-L-U-D-E-S

- 84 Page Warrior's Handbook
- World Map
- Weapons & Monster Guide

Official Nintendo Seal of Quality

REVA

ActRaiser

CREATE ORDER FROM CHAOS!

Official Nintendo Seal of Quality

Super Nintendo

ENIX CORPORATION
ENIX

Dragon Warrior III

Nintendo
ENTERTAINMENT SYSTEM™

Licensed by Nintendo® for play on the

SUPER Nintendo
ENTERTAINMENT SYSTEM®

ActRaiser



CIRCLE #172 ON READER SERVICE CARD.

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAITO	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	50%

SONIC BLAST MAN



With flying fists, Sonic Blast Man can give rapid punches to even the largest enemies.



Even the women are out to get this guy! Power-up your super blast and let them have it!



Multiple shots to the face will cause this thug to have a massive migraine headache!

DYNAMITE!!

Could this be the new hero of the 90's? Sonic Blast Man comes at you with his super-powered boxing gloves to take on evil wherever it lurks! Included in this romp and stomp are many moves that our hero can execute. Powered-up punches, body throws, shaking your enemies and sonic blasts are a few of the attacks available to you.

Encounter numerous enemies including thugs, dangerous women, ghosts and mechanized warriors! Fight up to the bonus stage, and you will have to save an innocent bystander from a mean menace. Earn plenty o' points! Vivid descriptions are plentiful throughout this game, and they give it a comic Super Hero feel. Whether walking through the streets or buildings, trouble will find you! With multiple stages of unstoppable action, this game will literally be a smash hit!



Strike a dramatic pose and shake this girl to death! Isn't it fun being a Super Hero?



Swing your partner 'round and 'round! Our hero's incredible moves can bash the baddies!



Check out this combo of power and strength! With your sonic strength, you can trash him and...



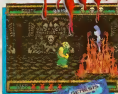
...finish the job! With a loud cry, your opponent is toast! Now, it is time to take on tougher bad guys.

Just when you thought it was safe to play video games again.

SPLATTERHOUSE 2



Bone crushing action!



Zealous zombie zorking!



Swinging good time!



Horrific hurls!



Eye popping boss encounters!

Terror comes to the Sega Genesis in Namco's stomach turning sequel to the smash hit Splatterhouse. That's right, lock your doors. Splatterhouse 2 is raging. Rick's buffed, bad and back. Ready to trash anything to save his girlfriend Jennifer. Love is never pretty.

Eight levels of horror.
Eight megabits worth of gross graphics and chilling sounds.
Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

namco

The Game Creator™

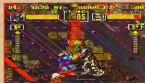
NAMCO HOMTEX, INC.
2225 1 Street Blvd. Suite 902
Sunnyvale, CA 95054 3063

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KING OF THE MONSTERS

CHAOS IN THE CITY!

Are you going to be the king? Find out with Takara's King of the Monsters. Take to the city streets with one of four different monsters and battle the computer in a fight to the end. You can also grab a friend and challenge him in the two player versus mode! In the one player mode, there are twelve levels consisting of three cities with four monsters in each city. There are eight cities to choose from in the two player mode. In addition to having four characters available, there are also many special moves for each character. Prepare for a monstrous battle!



Aside from the standard one player mode, there's also a two player versus mode. Toe-to-toe action!



Holding down both the Y and B buttons during the game will activate your special weapon.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAKARA	SUPER NES	EASY	4TH QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12	FIGHTING	90%	



There are four different characters available. Players can compete as the same monsters.



After stunning the opponent, you can grab him and throw him or give him a nice big bear hug.



After using certain moves, power icons will appear on the screen. Collect these for a big power-up!



There is a total of twelve levels consisting of three cities, with four monsters per city.



Slowly work your opponent's energy down by punching and kicking him until he falls.

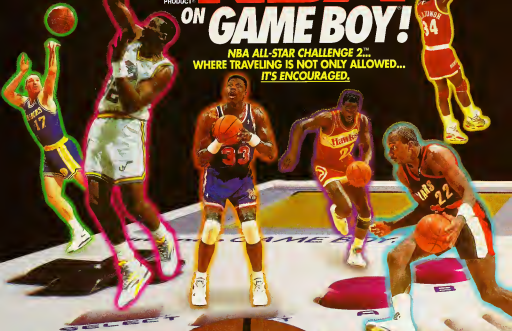


When your opponent's energy is down, go for the three-count pin. If you succeed, you win!

OFFICIAL
NBA
LICENSED
PRODUCT

NBA[®] ON GAME BOY!

NBA ALL-STAR CHALLENGE 2™...
WHERE TRAVELING IS NOT ONLY ALLOWED...
IT'S ENCOURAGED.



Jam it home* as one of
27 NBA All-Stars in the backboard
shattering sequel to the best in NBA Game Boy
hoops. In-the-lane or from-the-corner, the hottest,
all-new roundball action explodes with Clyde Drexler,
Dominique Wilkins, Chris Mullin, Hakeem Olajuwon,
Dikembe Mutombo, and more!

- Hit the hardwood with 6 blistering ways to play, including:
- Rock The Rim Slam Dunk
 - Beat The Clock 3-Point Shoot Out
 - Outrageous Over The Shoulder Foul Shooting
 - One on One
 - Accuracy Showdown
 - NBA All-Star Tournament



ROCK THE RIM IN THE
ALL-NEW SLAM DUNK
COMPETITION.



BEAT THE CLOCK IN THE
EXCITING THREE POINT
SHOOTOUT.



PLAY ONE-ON-ONE AS
YOUR FAVORITE NBA
ALL-STAR.

Nintendo

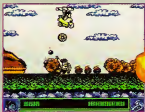


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• CIRCLE #155 ON READER SERVICE CARD



Collect fruit to increase the lost energy on your power meter.



Here is a Neanderthal nerd that has fashioned a makeshift helicopter that drops bombs!



Whoops! It looks like you've ticked this boss off! Get in close and hit it in the head.



You're right! This guy is huge! Jump and hit him high, but watch out for his jaws!

MARVELOUS MOVES WITH AWESOME ARSENALS



HAMMER



BOOMERANG



ARROWHEAD



WHEEL



The caveman with the egg is the key to acquiring new weaponry. Be choosy when picking one up.

JOE & MAC

JOE AND MAC ATTACK!!

The two cave dudes with an attitude are back in 8-Bit form on the NES! With them are the Neanderthal knuckleheads that have stolen the cave women! To get them back, you must go it alone as either Joe or Mac. On your way, there will be many obstacles to overcome. The levels include tons of pterodactyls, moving bushes, rolling rocks, baby dinos and incredible bosses. In fact, there are two bosses for each level! While running through each stage, you can use your weapon to get rid of any foes that may be unfortunate

enough to get in your way. Starting out with the stone hammer, you can take out enemies with ease. But, as the action increases, you will need to increase your weapon power. Find cavemen that carry large eggs. When you hit them, they will drop a weapon. The arrowhead is the weakest and has a short range. The boomerang is fast and moderately powerful. The stone wheel can go long distances and is a very powerful weapon. When you defeat the second boss of each level, you will free one of the cave babes. You must hurry! They are depending on you to save them!

Joe & Mac TM and © 1992 Data East USA, Inc. Game Program. © 1992 Elite Systems Ltd

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	NINTENDO	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	3 MEG	5	ACTION	90%

SATISFY YOUR NEED FOR SPEED!

FERRARI GRAND PRIX CHALLENGE FOR NES™, GAME BOY® AND GENESIS™



Get behind the wheel of Ferrari,
the ultimate formula racing machine.
Challenge...16 authentic Grand Prix tracks, from
Monza to the USA. Control...customize your car with
3-speed manual or automatic transmission. Speed...feel the
adrenaline pumping excitement of interactive,
"every second counts" pit stops, precision maneuvering,
and record-breaking speeds.

Get FERRARI GRAND PRIX CHALLENGE on NES™, GAME BOY®
and GENESIS™...and satisfy your need for speed!!!

Akaim
ENTERTAINMENT, INC.

**FLYING
EDGE**
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CIRCLE #156 ON READER SERVICE CARD

WRESTLEMANIA[®] STEEL CAGE CHALLENGE™

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	LJN	NES	AVERAGE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	SPORTS	100%



For a more intense bout, try a "cage match."



Intimidate your foe. Remember, only the strong survive!



Tag team bouts are a blast! Make substitutions to even the score!



You can choose from a variety of playing options.



A kick to the head! Many moves can be executed by each wrestler.



Prepare yourself for the ultimate steel cage challenge! You get to pick the teams!

THE BODY SLAM!!



CLIMB INTO THE RING!

Are you ready to face the battle in the steel cage? If so, *WrestleMania[®] Steel Cage Challenge™* is here for the NES!

You can control a half dozen of the greatest wrestlers ever! Pick from the likes of "Rowdy" Roddy Piper™, Jake "The Snake" Roberts™ and, of course, Hulk Hogan™.

Select exactly the kind of match you want. You decide whether it is a two-player bout or a match against the computer! You can play a tag-team game or just an ordinary head-to-head battle. For real wrestling excitement, you can battle it out in a steel cage where your only hopes are your strength and wits!

Check out *WrestleMania[®] Steel Cage Challenge™* and perform a flying body block in your own living room! This game will have you against the ropes!

PICK YOUR FAVORITE WRESTLER



HULK HOGAN™



BRETT HART™



JAKE ROBERTS™



RANDY SAVAGE™



TED DIBIASE™



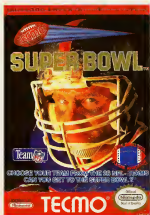
THE UNDERTAKER™



Just like the pros, you can take the action outside of the ring!



- 1 or 2 players.
- Superior graphics.
- Coaching mode.
- Password for continue action.
- 12 teams.
- Super action cinema screens.



- 1 or 2 players.
- 28 official NFL teams.
- 4 run plays / 4 pass plays.
- Team stats and data.
- Create your own pro bowl.
- Coach mode.
- Save game results.

TECMO GAMES, HARD TO BEAT!



- 1 or 2 players.
- 12 pro teams.
- Run plays / pass plays.
- Coach mode.
- Password continuation.
- Real team players.
- 11 week season.



- Game continue mode.
- 6 special weapons.
- 5 "Power-up" items.
- New cinema screens.
- 8 new Bosses.
- New action techniques.



- Single player action.
- Superior graphics and music.
- Continue option.
- 5 "Power-up" items.
- 10 cinema displays.
- 20 different stages.

**MICK & MACK
AS
THE**

GLOBAL GLADIATORS

**Fight back with
Mick and Mack!**

McDonald's and Virgin have come together to bring us Mick and Mack™, the Global Gladiators™!

They fight gunk and gunk anywhere it might linger, from the jungle to the city or the forest to the antarctic. With your help, Mick and Mack will clean up the world! You even get a chance to test your recycling reflexes.

You start in the jungle fighting slime creatures, and then move into the forest where you battle spitting squirrels, walking axes and other bizarre creatures. This leads you to the toxic city where fireballs roam the half-completed building sights looking to fry any careless gladiators. Then, its off to the arctic zone where paths of ice and snow are slick and dangerous - but someone has to clean up the oil spills!

Mick and Mack™, the Global Gladiators™, are sure to be a big hit among the younger crowd. Clean up your act with Mick and Mack™!

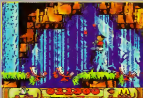
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GENESIS	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	15	ACTION	85%



If you are one of those people who cannot get enough McDonald's ads, this game will satisfy!



Slime covers the first level of Global Gladiators™. Disperse the slime monsters with your gun!



The second level of Global Gladiators™ is the forest, where you must kill mean-spirited creatures!



Spitting squirrels and walking axes are just some of the creatures one finds in the forest!



There are many beautiful waterfalls, but look out! They mean instant death. Chain saw alert!



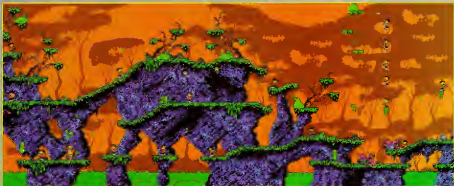
You will get an awesome view of the forest and good points if you take time to climb the trees!



This is the toxic city level where you must put out fires and traverse steel beam pathways!



In the city, you will find conveyor belts. They are only dangerous to the unobservant.



In the toxic city, you'll find some artists who leave behind graffiti calling cards!

If you take a look at the "big picture" above, you will see the first little bit of level one! This place is incredibly large, with a lot of tricky jumps and fights. It is also filled with destructive slime junk all along the bottom. Terrible glop machines are everywhere, spewing out tons of slime. There is also a good supply of spitting slime monsters and rolling slime balls! (Pest! Be alert for some secret platforms!)



Just look at this environmental destruction. You'd better get busy and clean up the world!



Welcome to the arctic zone! Here you must travel over icy pathways and platforms. Don't run, or else!



See what happens? If you intend to live, walking is the only way to get around in this zone.



The bonus level challenges you to put the falling trash into the correct recycling bin. Good luck!



This is a view of the bonus world behind the bonus level. As you can see, it needs a lot of cleaning up!



It seems some pretty big animals used to roam the bonus world! Better keep an eye out for them!



Even in the bonus world, the horrible glop machines pollute the environment!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GENESIS	HARD	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	3	ACTION	100%

"TOTAL CARNAGE! I LOVE IT!"

You heard it right, folks! The famous arcade game that combined winning prizes and slaughtering thousands of creatures is about to make it's way to the homes of all Genesis owners! It is far into the future, and the most popular form of entertainment is the game show *Smash TV*, where the contestants win incredible prizes or lose their lives.

Similar to the NES version, you may fashion the controls so that you can have two controllers for multi-directional firing and running, or modify the buttons to have a form of combo attack. All of the classic voices are here from the arcade, from the announcer to the painful sounds caused by the exploding mines! Good luck, You'll need it!

SMASH TV

SOME OF THE WEAPONS IN YOUR ARSENAL!



MEET AUTOID MAN, SCAR-FACE, AND COBRA HEAD!



2 MORE STUDIOS TO GO!

Studio 2 contains many technically advanced terrors!

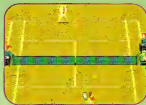
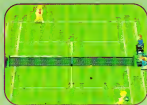
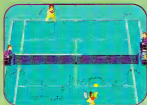


JENNIFER CAPRIATI

TENNIS



PLAY ON A VARIETY OF SURFACES



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	RENOVATION	GENESIS	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	100%

TO BE THE
BEST...

...you have to master serves, lobs, and smashes. Jennifer Capriati Tennis allows you to take on the computer or a friend! Use one of the pros, or create your own player. Play in a tournament, in a single match, or just practice your skills. Three playing fields are available to add to the tennis realism! You will think you're facing Jennifer herself in an intense match on center court! A multitude of options are at your disposal, from your playing style to the way you practice. Like real tennis, the strategies you use out on the court will work here. Staying in the middle of the court, for example, will allow you to react faster to your

opponent's serves and returns. Each of the opposing players also has a different playing style. Learn these as quickly as possible. Know your foe, and swing your way to certain victory!



You can design a character to meet your needs in the configure screen. For the best results, try to create a well balanced player.

THE PROFESSIONAL TENNIS PLAYERS

 MEL AND IS RANK 7 ALL ROUND	 SHEPARD RANK 11 BASE LINE	 K-HALOVA RANK 13 BASE LINE
 GARDLYN RANK 8 ALL ROUND	 JAPATTIE RANK 4 ALL ROUND	 BLANCHES RANK 6 BASE LINE
 M. MALOVA RANK 9 BASE LINE	 MARTILDA RANK 5 NET PLAY	 SAIMAI RANK 12 BASE LINE

WARNING

**GAME BOY
OWNERS:**

Don't Defeat
Game Boy's Purpose...
It was meant
to be Compact!

**NAKI™
INDUSTRIES**

P.O. Box 46699
L.A. CA 90046
(800) 626-NAKI

**Introducing POWER-PAK™
One-Piece Battery Pack. Snaps
Right Into The Battery Housing.**

- No external battery pack to carry on your belt.
- No cord to connect the battery pack to the Game Boy.
- Can be changed while playing!
- AC Adapter / Charger included.



**Introducing BRIGHT BEAM™
Personal Magnifier With Light
For Nintendo Game Boy™.**

- No Batteries Required
- Removable Magnifying Lens.
- Lens Only 1/2" from Game Screen.
- Attaches and Removes Easily.
- So Compact, you'll never take it off.

CIRCLE #173 ON READER SERVICE CARD.

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Available at participating retailers.



WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our August games is September 1!

The following companies are contributing to this contest: Capcom, Toho, Lucas Arts, T.T.I., Tradewest, Acclaim, Taito, Takara, Sega, Virgin, Data East, Flying Edge, Renovation, SNK, Nintendo, FCI, Atari and US Gold.

ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Readers Service Card to:

**Electronic Gaming Monthly
P.O. Box 8965
Boulder, CO 80328-8965**

Winners will be listed in the Oct. EGM!

Contest Rules: All entries must be received before September 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sandal Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$300. Prizes provided by participating companies and Sandal Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sandal Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	U.S. GOLD	GENESIS	N/A	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	<20%

ALL THE ANIMATION OF THE ORIGINAL IS BACK!



If you know where to climb and look, you can find power-ups!



The factory is loaded with technical terrors of destruction!



Learn to attack while leaping!



Master the art of the blade!



Jumping is the key to survival!



Traps are laid everywhere!



The slide is useful in tight areas!



STRIDER™

THE STRIDE FOR FREEDOM!

Being the first 8-Meg monster cart to hit the store shelves, Strider is about to make another comeback on the Genesis!

All of the classic action is back, along with plenty of levels and challenge that will keep any fan of the

original busy for quite some time! Many improvements have been added. The swinging blade is fast and well animated, and the movements are done with more style! Not only that, but plenty of new weapons are available. This is just a preview, with a lot more to come later! Stay tuned to EGM for the latest info on Strider 2!



THE WINNER AND STILL CHAMPION

Why fool around with pretenders when you can have the champ? Since 1990, *Light Boy* has punched the lights out of any would-be contender. No wonder. *Light Boy* is the only product licensed



by Nintendo that brings light and magnification to the Game Boy, and comes with batteries and replaceable lights. Don't pull your punches when it comes to doing what's best for your Game Boy; there's only one champion, *Light Boy*.



- Replaceable Lights
- 1.5 Magnification
- Batteries Included

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Nintendo



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CIRCLE #125 ON READER SERVICE CARD.

MONSTERS GALORE!



HOW TO START BREAKING THE BRIDGES!



If you know how to break open the bridges, you can beat the game!



Master things like chain reactions (the left pic) and win big!



You can destroy a segment by detaching it from the base.



There are all sorts of different ways to bust the bridges!



If there are more than two bases, you need to crack more!

ENTER THE 6 ZONES THAT WILL CHALLENGE YOUR EVERY PECK!



ZONE 1

The steel bridges are simple for beginners.



ZONE 2

Look out for chain-reaction bridges!



ZONE 3

A parrot has a gift for you at the end!



ZONE 4

Conquer a difficult candy-like land!



ZONE 5

Meet your evil twin here!



ZONE 6

The wood bridges are all there is to beat!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBO CD-ROM	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	60	ACTION	100%

WHO SAID A BIRD'S LIFE IS EASY?

You know, it's not easy trying to take on the entire animal kingdom! Especially when you have to peck out the bridges like I have to! It takes hard work to do what I do. Not only that, but there is fruit hidden everywhere that I have to find! You think it sounds all so simple, don't you? Well, think again! There are sixty levels that need to be traversed and ten of those are super-hard levels at the end of each zone! At least I can have a friend join in for more help! Now, let me rest up for another bout!

SPLASH LAKE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBOGRAFX	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	7	ACTION	100%

MANY ANCIENT MARTIAL ART FORMS TO MASTER!



SPIN KICK



LOW SPIN



UP KICK



TWIST KICK

LONG AND COMPLEX LEVELS WILL KEEP YOU FIGHTING!



Many ferocious creatures hope to stop you cold!



The second level has many heated-up enemies!



Time to take on the rapids with a nice wood log!



Little snow monsters and serpents pursue you!



Ah! A bonus round to replenish your life!



The lights start to dim in this creepy dojo!



SAMURAI SUNDAY GOES TURBO!

Remember those voice-over samurai movies? Well, here comes Jackie Chan, one of those heroes, and he is heading for TurboGrafx screens!

During the game, you will come across several frogs that can give you special power-ups that enable you to take out the enemy with ease! There are also plenty of hidden items to keep you busy for a long time. Get ready for one kung-fu full adventure!



HUGE BOSSES!



First, you will need to square off with the vicious bosses before you can save your beloved. Be careful, because the bosses are HUGE, taking up almost the entire screen! You will need to learn where their weak spots are and hit them as hard as you can!

JACKIE CHAN'S ACTION KUNG FU



SOME OF THE MOST ENJOYABLE



- VICTORY RUN TOYO GRAFT
- PAC-LAND TOYO GRAFT
- ALIEN CRUSH TOYO GRAFT
- FANTASY ZONE TOYO GRAFT
- VIGILANTE TOYO GRAFT
- POWER GOLF TOYO GRAFT

\$69.99



THINGS IN LIFE ARE PORTABLE

Available at Toys "R" Us, Babbage's, Electronics Boutique, The Good Guys, McDuff's, Software Etc., Video Concepts, Walden Software and through Sears Catalog

Despite what people say, you can take it with you. That's because **Turbo Express** gives you 16-bit graphics with the same brilliant color, the same six-channel sound, the same intense game play, and best of all, you can use the same

TurboChip games you use on the TurboGrafx-16 home system. Now you can have the take-it-anywhere convenience of the **Turbo Express** with all its cool features for \$199.99 and your choice of four great games FREE, a \$99.99 value. Choose any four of the following six games: Rickland, Victory Run, Alien Crush, Fantasy Zone, Vigilante, Power Golf. So no matter where you may have to "go", make sure you have **Turbo Express**.



Coming Soon!

© 1992 Red



Jackie's girlfriend May Lin is kidnaped by an unknown enemy. You must save her.



After training under his master, Jackie starts his adventure to rescue May Lin.



Jackie can use a variety of fighting techniques like spinning kicks and powerful energy pulses.

You're Jackie Chan, world famous Kung-Fu star. And your damsel, May Lin, is in some serious distress. After training under your master, fight your way past your enemies with spinning kicks and powerful energy pulses. But if you fail, your enemy will have May Lin, and you'll look like a real fu.



There are many weapons you can carry on your F-16 Falcon. Remember what you learned during the briefing.



In close air-to-air combat, you have to maneuver your ship to keep the enemy ship in your gunights.



Will you return to base in triumph, or be lost forever in the sky?

You're an ace F-16 Falcon fighter pilot. At your briefing, you'll be given your secret mission. Intercepting enemy aircraft or destroying strategic ground targets will become your everyday duties. Engage your targets from the realistic, first-person perspective of your cockpit. If you complete your missions, you'll be on cloud nine. If you fail, you'll be scattered all over cloud nine, eight, thirty-seven, twenty-six, seventeen.

FALCON



TURBO

Turbo Technologies, Inc.

CIRCLE #101 ON READER SERVICE CARD.

KING OF THE MONSTERS 2

FIT FOR A KING!

SNK has just outdone themselves with the release of the sequel to the hit game, King of the Monsters. King of the Monsters 2 packs all the action and excitement of the old game times two! There are new characters to choose from, each having an array of fighting techniques as well as plenty of special moves that can be performed with certain joystick combinations. You must battle your way through seven levels of fist-to-fist action and beat the last boss to be crowned King of the monsters. After completing a certain number of levels, you will be rewarded with a bonus stage. In the bonus stage, you must defeat a fellow monster by knocking him over a ledge. All this and more is coming for your NEO GEO system!



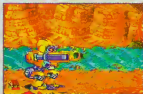
By using certain button combos, you can do special attacks!



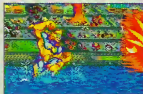
After completing certain levels, you will encounter a bonus stage. Here, you must knock the opponent off the ledge for big scores!



LIZARD



MONKEY

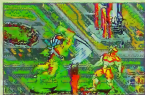


ATOMIC MAN

NEW MONSTERS TO CHOOSE FROM!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-GEO	AVERAGE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	47 MEG	7	FIGHTING	100%

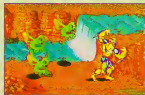




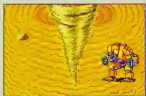
LEVEL ONE: AMERICAN CITY



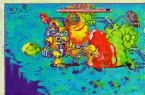
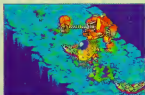
LEVEL TWO: FRENCH CITY



LEVEL THREE: GRAND CANYON



LEVEL FOUR: EGYPTIAN DESERT



LEVEL FIVE: ATLANTIC OCEAN

WIMBLEDON TENNIS

SHOW-OFF THAT BACKHAND!

Throughout the years, Wimbledon has been the acid test for the best in tennis. Now, it is your turn! Wimbledon Tennis is the latest Game Gear cart from the folks at Sega, and it has all the marks of a winner!

Select a player from a dozen of the world's best. Each player has his own strengths and weaknesses. You can even customize your own player to best fit your abilities! Plus, the court surface can be adjusted to your liking.

For fast, hard-hitting tennis action, hit the court with Wimbledon Tennis coming in August. Serve and volley to the finals!



Defeat is always tough to take. The reactions from the players are hilarious!



Doubles matches are a blast! The action really heats up!



Play the net to make your opponent run for the ball. Then, when he is vulnerable, smack the ball to where he cannot reach it!



In the Tour Mode, you distribute power points to different areas, which increases your ability.



You get to select the court surface that is best for your individual playing style.

PICK A PLAYER



CAMUS



EKBERG



GUSTAF



HART

Each player has different strengths and weaknesses!



Use Mode Select to play different games. In the Tour Mode, you must defeat all of the challengers in the Pro Tennis Circuit.



In Free Match mode, you choose your player and his specialty is shown in the lower left corner.



In order to beat all of your opponents, you must first master the serve. If you serve the ball right, you may score more points!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	AVERAGE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	SPORTS	100%

"SPIDER-SENSE TINGLING!"

It should be, because that wonderful web-slinger is about to hit the portable market in an adventure all his own!

Similar to the Genesis version, Spidey learns of the Kingpin's plot to detonate a bomb to destroy Manhattan! Not only that, but he has entrusted the detonator keys to Spidey's enemies: Venom, the Lizard, Electro, Hobgoblin, the Sandman, Doc Oc and many more! Use your punches, kicks and especially your web to defeat the Kingpin's forces. Take photos and get money to buy more web! With great power comes great responsibility!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GAME GEAR	HARD	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	ACTION	100%	

SPIDER-MAN VS. THE KINGPIN



THE DAILY BUGLE



As you begin your quest, you must enter the warehouse of the Daily Bugle and take out all the criminals therein. Afterwards, you will need to deal with a forklift and Doc Octopus!



COMIC BOOK CINEMASI!



Oh no! Spidey is accused of being a criminal by Kingpin!

Make sure to obtain pictures of all the villains and bosses!



Dr. Strange! How is he involved with the plot?

ENTER THE SEWERS

Once you return from your ordeal in the warehouse, you then learn of the location of the Lizard. He is hiding in the sewers! Watch out for gas bubbles and marsh men. Web-slinging with power!



DR. OCTOPUS

To easily defeat the Doc, you must first web him; then, hit him upside the head with a punch!



You can replenish your life at your apartment.



THE LIZARD

He is one fast customer, but all you need to do is web him and give him a low kick!



THE GREATEST PLAYOFFS IN NBA HISTORY.

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The new updated version of the game awarded
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Bulls vs. Lakers raises pro basketball to new heights. With twice as many teams: all 16 of the 1991 NBA playoff contenders plus both All-Star squads. More signature moves and more tasty dunks than a donut shop. Better defensive control and shot blocking. Even the exclusive EASN "T" Meter to help you sink those critical free throws.

And, of course, you get to play with the best guys ever to lace up a pair of hightops. High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.



Use the EASN "T" Meter to control the power and accuracy of free throws. Sink your shots or sink your team.



You get the entire cast that staged the most electrifying playoffs in NBA history:

Start with all sixteen teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." With the right moves and a little luck, you just might advance to the championships.

As you'd expect, EASN covers every bounce of the ball. Capturing every brick that clangs off the rim, every squeal of \$159 sneakers on hardwood.

The network's expanded coverage includes instant replays of everything that happens on the court. Timely stats. Scores from other games. Highlights. Even the EASN pre-game and half-time show.



Jordan always signs his signature with a flourish, his patented Air Reverse



Hakeem, the biggest rocket, will increase your frequent flyer mileage



Leave the defense fist-footed with Hardaway's unstoppable UTEP 2-step



Play with Sir Charles and hang around with basketball royalty



When Bird takes to the sky, you know Larry Legends good for three



Talk about a power forward, Nobody muscles inside like Malone

Jump at this chance to join basketball's elite. Visit your local EA dealer or order by phone any time: (800) 245-4525. And play with the champions of the NBA.

EASN

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	GAMEBOY	MODERATE	4TH QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	ACTION	100%

LUNAR CHASE

MASSIVE GUNS BLAZING...

Enemy tanks, planes and robots attack relentlessly. You are in control of a heavily armored tank, with enough firepower to level a mountain. From your training on Earth to the devastating battle on Tetamus II, you will be forced to make decisions that will determine whether you live or die. Buy weapons such as the firebomb and high explosives. Find and destroy the enemy bases.

The time has come to retake Tetamus II. A first person perspective puts you into the action with polygon graphics scaling and rotating all around. A wide variety of play options are available, as well as large missions.



Enter this area to obtain new weapons.



LOCK ON...

Speed through the narrow service corridors to get to the hard to reach territories. Refill your fuel in the Storage Depot for extended life; the are no enemies here, but you must avoid some barriers by flying over or underneath them. If you get hit, you will take damage!



Drive into the radar dish to get to the Defense Station. Power-ups are waiting! Remember, you can only hold one special weapon at a time, so plan ahead. The Lock-On device is particularly useful because it enables you to launch rockets at the enemy tanks. The action is non-stop and the gameplay is quick! Check out Lunar Chase for GameBoy.



LOAD UP...



Tricky maneuvers make the woods a dangerous place!



Use landmarks like this pyramid to determine your location.



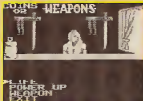
AND BLOW 'EM AWAY!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	5	ACTION	100%

DOUBLE III DRAGON



Your quest for the stones will lead you to faraway lands.



This is a shop where you can purchase power-ups!



It's time to fight...

Jimmy and Billy Lee are on a new quest that will take them across the world. It has been two years since the last fight, and they have been working on their martial arts techniques. The two brothers were approached by an old gypsy fortune teller, who spoke of the ultimate fighter. To get to him, they will have to retrieve the three sacred Rosetta stones. Thus, their journey for the stones began.

Double Dragon III for GameBoy retains all the action found in the NES version. Powerful moves abound, such as the awesome cyclone kick. You can even find shops to increase your powerful arsenal! You'll need all the help you can get, because the enemy attacks are relentless. Can you become the greatest fighter in the world?



LEVEL 2: CHINA
Defeat the Boss for the first Rosetta stone!



LEVEL 3: JAPAN
Watch out for surprise ninja attacks!



LEVEL 4: ITALY
The archers shoot with terrifying accuracy!



LEVEL 5: EGYPT
This, the final battleground, will challenge all your fighting skills!



Punch



Kick



Jump Kick



Cyclone Kick



Sword

Power-up at the store for these moves.

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FCI	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	8	ACTION	100%

ULTIMA®

RUNES OF VIRTUE®



Lord British tells about the caverns below the castle.

ADVENTURE CALLS...

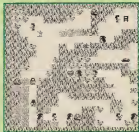
FCI has recently added a two-player mode that allows you and a friend to explore eight completely new dungeons. When you start with two players, you find out from Lord British that the runes of the eight virtues are hidden in the catacombs below the castle. Upon descending down the stairs into the gloom, you find sets of ladders which will take you to the new crypts. The mazes are intricate, the monsters tough; this is why teamwork is a must! Sometimes, you have to work together to solve a particular puzzle. Gather up weapons and arm yourself for combat. Be sure to pick up everything you find, but beware of traps!

Ultima™: Runes of Virtue™ is one of the first role-playing games to utilize two players. Get ready for tandem adventure!

Level one -1



Level one -2



Level one -3



Level one -4



This is just the first dungeon, and it has even more floors not shown here. There are eight new dungeons to explore!



A key!



A rune!

Things to find in the dungeons!



You finally got the rune! Only seven more to go!



Things definitely get tougher later on. Places to go, monsters to kill.



Alas, the brave warriors have died. Yet, you must fight on!

WIN! The Ultimate Gaming Rig!!

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OVER \$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES, Sega Genesis and TurboGrafx-16. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 48 inch

monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally)!!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$150 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 40% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid



WORD LIST

- | | | | | |
|---------|---------|---------|---------|---------|
| QUEST | SUM | DREAM | HAT | WINGS |
| ONE | TURBO | GET | STORM | ART |
| INVADER | THUNDER | MUTANTS | CRAWLER | INDIANA |
| NINJA | FOR | CHASE | ASK | TOWER |
| FIT | MICRO | APE | RANGE | ACE |

MYSTERY WORD CLUE: World rulers have it, it comes out of an outlet and in this contest you have it!

Yes!

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- (\$3.00) Media Rig Contest
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BIONIC COMMANDO

LOOK AROUND FOR THESE IMPORTANT ITEMS:



Life



Flare



Package



WORLD CONQUEST HAS BEGUN...

The evil Doraize army has just initiated the Albatross Project, a plot to dominate the entire planet. In response, the Federal States sent out Super Joe, an expert in guerrilla warfare. They have lost all communications with him - now the government will send you, Riad Spencer.

You are a Bionic Commando, a powerful one-man arsenal capable of wiping out entire armies. This is exactly what you must do. Can you save Super Joe, and stop the Albatross Project once and for all?

Bionic Commando is beautifully translated onto the GameBoy with incredible graphics. All the levels, weapons and action are here! There is also a password feature so that you can continue your progress after turning the machine off. Bionic Commando clicks on all cylinders!



*You are tough. You are cool.
Your are in for a big surprise!*



*You are the Earth's last hope.
Only you can defeat the Doraize army.*



Fight through the ruined city to get to the underground headquarters. Try to contact your allies, for they can open up certain doors.



Once in the enemy base, you will come to two elevators. One will work, and the other may plunge you to your death! The reactor lies somewhere below, so don't delay!



This is Wiseman. He is the brains behind the Doraize forces. No one knows his true identity!



If you get spotted by the enemy, the screen will change. You will have to prepare for battle in a giant forest.



Every major installation is powered by a reactor. Destroy it, and the area will be secured.



Use your radio to communicate with your allies and to tap into the enemy lines. This piece of equipment is very important!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	GAMEBOY	MODERATE	SEPTEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	16	ACTION	100%

KUNGFOOD



It seems innocent enough, but in this house's kitchen, there are strange things happening!



Do not panic just because the freezer is glowing. All you have to do is close the door, right?



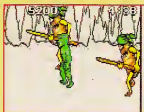
Oh no - you've been sucked into the freezer and mutated! Hurry and destroy the other mutants!



Look out! It's a rotten tomato mutant! Be careful, because he will spit gross seeds at you.



Here come the demented, killer, mutant peas! Think quick or they will grab your legs!



What now? Militant cocktail wieners with bad attitudes! Stay away from those sticks!



Here's the evil ice tray king! His ice cubes change into wicked icicle warriors. Attack the king first!

COME PLAY WITH YOUR FOOD!

You work for Odnnet Video Games Center and in your research, you come up with a chemical called Rynoleum. Rynoleum is highly destructive and mutates anything it

contacts. The only time it is stable is when you freeze it. Odnnet plans to use the dangerous chemical in their new video game, endangering millions of innocent gamers. You realize the error of your ways and break into Odnnet and steal the samples of Rynoleum. Knowing they are only stable in the freezer, that's where

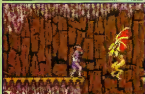
they go! Later that night, you awake to strange noises coming from the kitchen. You rush downstairs, and find the freezer door ajar and the temperature rising! Thinking quick, you try to close the door, but it is too late - the Rynoleum transforms your body into a terrible mutated being! Now, you must destroy all the nasty food roaming around your kitchen. Do it quickly, or the Rynoleum will become more unstable and ruin everything! So come - clean out your fridge with Kungfood! Just how long has that potato salad been in there?

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATARI	LYNX	MODERATE	AUGUST
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	6	ACTION	100%

SHADOW OF THE BEAST

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	100%



Fight face-to-face with one of the many pesky creatures that inhabit the cave beneath the tree!



Look out for those swords! A fast offense is the best way to deal with these guys. Charge!



This blue monster shoots projectiles from his trident. Get in close, or you do not have a prayer!



Now this is something really useful! A potion to give you back all the life force you have lost.



This huge guy dares you to take away the blue ball! Many have died trying - will you?



At last! The key for the bottom of the well! Now, if you can get it out, you will be fine. Good luck!



Oh no, not snakes! These guys move at lightning speed, so there is no use running. Just kill them!



Welcome to the end boss of level one. He is a big, mean, green killing machine! Duck here, now!

Beast is Back!

Now we're talking about action and graphics to the max! The guys at Atari have got a sure-fire winner for the Lynx system. Shadow of the Beast is faithful to the original (yes, the one long ago for the Amiga). The graphics are incredible! With 16-Bit capability, Atari has been able to create an almost 3-D image. When you walk, the background will move independently and the effect is quite impressive.

You should remember the story: the Beast Lord turned you into the creature you are, and forced you to do his evil bidding. You always felt he was wrong and you hated him. He finally pushed too far when he sacrificed your father at the altar. Now you're on a rampage, out to kill any creature who stands in the way between you and your final battle with the Beast Lord.

Atari can be proud of this winner for the hand-held crowd. With its superior graphics and good sound, it will entertain for hours. So, when things start to heat up this summer, cool off in the Shadow of the Beast!

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SEGA	GENESIS	HARD	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	17	ACTION	100%

WELL, SPEAK OF THE DEVIL!

The Taz is back with an appetite that won't quit. Luckily, a legend says that giant seabirds may live in the lost valley on the island of Tazmania. The giant seabirds happen to lay giant eggs - so large they could feed Taz's huge appetite as well as his whole family's! The U.S. National Video Game Team has blown through this great cart just for you. Here are some of the best techniques and tips to help you discover the hidden rooms in each level. Keep your mouth full, and win big!

MAIN TECHNIQUES



JUMP



SPIN



EAT



ATTACK

COLLECT THE ITEMS TO POWER-UP AND SURVIVE!



Red peppers will let you spit flames!



The trophy will let you continue at this point.



How not to spell relief: BOMB!



You will find various food items in the levels to refill your life. Try some cider, turkey, or fresh fish.



A Taz face with a 1 on it will provide a 1-up. A 3 will give you an extra continue.



LEVEL ONE

1. As you first start the level, there will be some red peppers. Eat them and use them to burn the first crab and rock monster you see. 2. When you come to a sand pit, jump as high as you can and spin to the right. You should almost make it to the other side. 3. Do not ride the geyser that's right after the sand pit, or you will be killed. 4. The geyser that's right after the first trophy stand will bring you to the second half of the level. However, before you go all the way to the top, try jumping to the right when it is half way up. 5. You should find a bonus area with a 1-up. 6. An easy way to get to the exit is to ride the first geyser up and spin to the right.

LEVEL TWO

1. Here's a handy shortcut. When you see the rock monster, jump on his head and get up on the platform above. Get the star and proceed to the left. 2. Be sure to eat the bombs before the star wears off and you'll be O.K. Jump straight up and you'll find a trophy stand. 3. Keep jumping up and to the right until you get to the top. Go all the way to the left and you'll find a 1-up. 4. You'll find a continue up on a ledge to the right of the 1-up. The only way to get it is to lead the rock monster over and use him for a boost. 5. Spin through the bridge area, and when you get to the rock monster on the ledge, jump up. 6. Another 1-up and continue!



LEVEL THREE

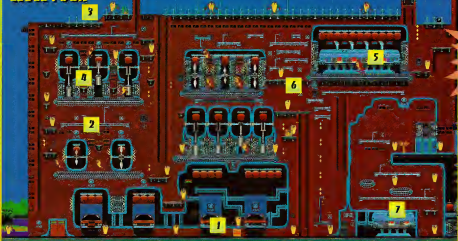


LEVEL THREE: BOSS ONE

This is one of very few bosses in this game. If you keep spinning, Taz will be invincible until you stop. The best way to beat this boss is to jump straight up and land on the roof when it drives by. Do this repeatedly until it falls apart!



LEVEL FOUR



LEVEL FOUR

1. Pick up this box and carry it to the left and place it under the platform to help you jump up. 2. Stand on the platform between the two blades, jump and do a short spin. You should land on the platform above the bomb. 3. If you are low on energy, this turkey should help out.

4. You can jump over the pistons by using the platforms in between or go under when they are in the upper position. 5. Spin through this area and you'll go through unharmed. 6. Jump down here for a shortcut. Be sure to get the 1-up below before progressing to the right! 7. Spin past the oven and get on the treadmills to get to the exit. If you fall, start spinning to remain safe.

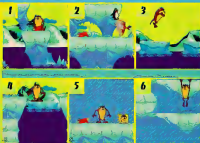


LEVEL FIVE

1. Throughout this level, there are switches that you must turn off in order to safely get through the machinery. The first one is easy to get to; just jump up by the first laser cannon you see. 2. When you see the turkey, jump up to the platform and get it. You may get shot by a laser, so jump over to the left as fast as you can. 3. Use the lever on the right to switch the machine off. The left one is booby-trapped. 4. Jump up at this spot and go to the left until you have to jump up to go any further. 5. Get the turkey and turn this switch off and progress to the right. Spin through the bombs. 6. If you jump over the machine and keep going right, you'll find a 1-Up and a turkey; get them and jump down the machine. 7. Jump up here to find the room with the next switch. 8. Get the continue and the turkey at the bottom of the room - don't touch the switches at the bottom! 9. The switch you need is in the upper right hand corner; hit it and go back out the way you came. Go to the right - you have to jump up to the exit while avoiding a laser that guards the platforms.

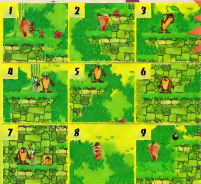
LEVEL SIX

1. If you are low on energy in this level, look for fish laying on the ice. Don't forget that the ground is very slippery and Taz can't swim in ice water. 2. There are penguins lurking in some of the ice plateaus; just spin through to get rid of them. 3. The toughest part of this level is jumping over the ice filled lake without falling in. Some of the ice platforms will sink in the water after you step on them, and others will move back and forth. Use the jump and spin technique to get across. 4. When you get to land, sink on this platform to find a secret room. 5. In the room you'll find a 1-Up, a continue, some fish and a penguin guarding everything. 6. After getting all of the items in the secret room, just go to the right and jump up to exit.



LEVEL SEVEN

1. The main enemy in this level is a headhunting tribe of mice. They are very easy to kill; a spin attack will knock them out. However, they throw spears in abundance! If they hit you when you're jumping, you may get knocked into a bottomless pit. 2. To get to certain ledges, you must practice using the jump-and-spin technique. 3. There are plenty of man-eating plants around. If you can get close enough, you can eat one. Be careful, because it may bite you and they don't refill your health. 4. The halfway stand for the trophy is at the top of the cliff. 5. When you get to the edge that looks like this and can see a mouse pacing on the ground, jump down. 6. Jump down where you see these two white stones, and you'll find a secret. 7. If you jump correctly, you'll find another trophy stand and a 1-Up. It is helpful to continue from this point, since you always get another 1-Up. 8. When you get to the highest point of the cliff that is near the end of the level, jump as high as you can and spin. 9. Keep spinning and exit safely.



LEVEL EIGHT

1. There's a star when you start this level. Be sure you get it and it will help you get through the first part of the tree climb. 2. There are mice everywhere on this tree. If you get hit with a spear while jumping, you may fall back down to the ground. Use spins to take them out. 3. On this ledge a regular jump will do, but a short spin will guard you from the spears thrown by the pesky mice. 4. Use the red peppers and have some mouse toast. Enjoy! 5. When you get to this ledge, jump up onto the ledge to the right and you'll find a surprise. 6. Use this star to help you kill the second boss. When you get the star, jump over to the left to find him.



LEVEL EIGHT: BOSS TWO

This boss is even easier than the first. With or without the star, all you have to do is spin while moving back and forth through him. You'll be invincible to his arrows as long as you are spinning!



LEVEL NINE

1. Riding the logs from island to island really looks fun, but a safer alternative is to use the jump and spin technique. 2. When you get here, a man-eating plant will be waiting. Try to spin through him without hitting the turkey, and you can refill your life. 3. When you land, try not to pick up this bomb. Try spinning while you land, but don't fall in the water! 4. Spin past the bomb and help yourself to that 1-Up. 5. You are going to have to make a very long spin jump here. If you feel more confident with riding the logs, then go for it! 6. As soon you land from making this jump, start spinning so that you'll kill the man-eating plant. 7. Just another plant; spin right through it. 8. This bomb really isn't that threatening. However, to be on the safe side, get on the lower platform and spin by it. 9. Be sure you eat the turkey and refill your life before going any further. 10. Here is the one part of this level where you absolutely must ride the logs. The pattern is easy: stay on the log until it sinks three notches and jump to another log. You should make it through.



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1. Curtis Clure 2,682,810
2. Mark Edge 1,704,000
3. Buzz Morgan 1,681,140
4. Scott Jenkins 1,582,380
5. Craig Talcott 1,546,420



Send Scores For...

Sol Deace

All entries by Sept. 15.

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ARCADE SNES NINTENDO

Game	Score
Advent's Family Adventure Island 2	1,034,300
Brink	379,040
Brink	6,802,500
Castles	555,000
Castles 2	555,000
Double Dragon 2	8,959,898
Dr. Mario	1,022,430
Guacala	11,111,240
Kung Fu Heroes	11,258,256
Madly Madhouse	147,110
Palaxodes	768,170
Paperboy	191,300
Range ga	42,889,263
Road Blockers	995,399
Spoon	12,512,210
Super C	9,989,592
Super Mario Bros. 3	9,989,980
Tetris	865,781
T&E N.T. 3	324,000

Game	Score
Act Raiser	89,890
Final Fight	704,830
FX Fighter	1,777,215
Super Adventure Island	116,536
Super Mario World	9,989,880
Super R-Type	9,989,880
Super Smash T.V.	47,776,320

Game	Score
1943	3,847,280
After Burner	62,500,000
688	2,682,224
Demolition	86,220,000
Double Dragon	548,860
Hard Drivin'	520,830
Kick	3,355,000
Out Run	49,850,375
Street Fighter II	Finished
Super Contra	10,640,210

Player
Stephen Krognan
Edward Charbonneau
Jeff Anasayany
Joan Kleger
Peter Klaus
Edward Charbonneau
Stephen Krognan
David Wright
Stephen Krognan
Joan Turko
Stephen Krognan
Glenn Blockwell
Stephen Krognan
Ralph Berlingo
Glen Stoolwell
David Wright
Serge Stager
Gary Good
Rick Loo
Michael Klatt
Mark Bernwald
Carlton Barnes
Colleen Bastien
Kenneth Li
David Ramsey
Stephen Krognan

Player
Brian Chapel
November Kelly
Greg Glasgow
Steve Ryno
Andy Banks
Janey Linders
Leong Sa Olin
Da's Lee
Stephen Krognan
Martin Alonel

TURBO GENESIS SEGA

Game	Score
After Burner	13,572,500
After Burner	224,000
Black Belt	989,900
Double Dragon	627,000
Motorhead	21,220
The Ninja	1,824,560
Stephen Krognan	986,400
Rampage	960,155
Rastan	35,138,200
R-Type	1,736,500
Shovel	1,785,750
Space Harrier 3-D	33,257,570

Game	Score
Blitz	1,242,200
Buster Douglas	32,250,000
Castles of Illusion	29,218,460
Columns	93,099,808
Contra	10,555,200
Contra & Conquests	2,372,300
Galaxia	1,791,641
Musha	155,997,320
Phallos	2,513,640
Rampage at Shadaloo	12,532,860
Revolution	9,899,980
Streets of Rage	399,990

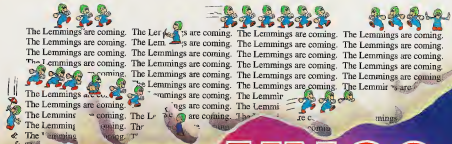
Game	Score
Alien Crush	923,093,200
Blowdy Wolf	26,760,000
Cyber Con	9,899,800
Dragon Spirit	539,870
Fighting Streets	1,550,500
Galaga 99	1,654,146
Kix	3,480,750
Monster Lair	581,200
Major Stryker	95,550,200
Parasol Stars	62,000,280
R-Type	899,600
Splatterhouse	59,095,300
Super Star Soldier	12,442,900

Player
Christopher Sless
Alex Stanton
Rob Gagnant
Todd Falar
Vince Tennant
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudinoff
Todd Buffalo
Gen Lee

Player
Christopher Sless
Shia Lamb
John Shukly
Kath Dietrich
Jeff Yonan
Rick Loo
Jim Hakala
Teddy Meadows
Tony Deukray
Brian Swartz
Brian Harsanyi
Jonathan Li

Player
Brian Swanson
Ricky Graham
Josh Winter
Hendry Lewis
Dennis Crowley
Jeff Yonan
Jonathan Palasioles
Paul Cinkler
Mike Curran
Justin Hensworth
Chris Nygaard
Christopher Gagnant
Jeff Yonan

Rule - All scores on Sol Deace must be received by September 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms accompanied by a legible photo. Void where prohibited. Send SASE to High Scores, 1020 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-700-918-5474.



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ROBOCOP 3™

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehab!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a battalion of EO-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!



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